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MAGAZINE

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REVIEWED!

ZELDA 2

MAJORA'S MASK

MEET LINK... MASTER OF TIME!

THE WORLD IS NOT ENOUGH

BOND IS BACK... AGAIN!

PLUS REVIEWS OF...

OGRE BATTLE 64, MARIO PARTY 2, POKÉMON PINBALL,
DONKEY KONG COUNTRY AND MUCH, MUCH MORE!

PLUS INSIDE:

A REAL RPG!
Forget just playing games in a fantasy world... some people are actually living in one!

GENERATION: N64

We take a look at the evolution of the Nintendo console from the NES through to the Gamecube!



ISSUE 47

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be one winner



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Meet the Team!

EDITORIAL



Christmas is a-coming and the goose is getting fat... er, so it's probably about time for it to go on a diet, I guess! Yes, Christmas is almost upon us (watch out!) and all over the country little

children are tucked up in their beds wondering whether they're going to get that new N64 game that they asked for, or perhaps the 'Action Man Fuel Blockade' accessory kit, or even the all-new 'Real Miming Boy Band Doll' that everyone's been on about. Ultimately, they're going to wake up and discover that once again all they've been given is socks, but hey – that's Christmas!

No, only joking... there's no 'bah humbug' in the 64 MAGAZINE offices (well, not since Andy left anyway) and this month we all sat down and wrote out our letters to Santa in preparation for breaking out the Chimbo decorations from last year, realising that someone left their pet hamster hibernating in the box again, and going out to buy some new, un-chewed ones instead.

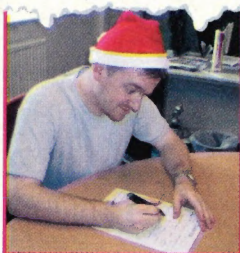
Of course the biggest news this issue isn't Christmas – it's the arrival of *The Legend Of Zelda: Majora's Mask* and *The World Is Not Enough*! When these two turned up in the office on the same day we were totally confounded... which to play first? In the end we set up two N64s next to one another and played both! And boy, were they worth the wait (check out the reviews now if you don't believe me!) With these two stunning titles in the office it's fair to say that a rather inordinate amount of time was spent in the games area, and in fact it's a wonder that we ever got the rest of the magazine done at all! Luckily though Nicky was on hand to keep us all in line!

This issue we've got a variety of features for your edification, including a homage to those gamers out there who have quite literally grown up with Nintendo and also a report on a bunch of people with a rather unusual hobby! Then there's previews of *Banjo-Toobie*, *Power Rangers* and *Mickey's Racing USA*, seven new GBC games including a conversion of the SNES classic *Donkey Kong Country* and a whole ton of new stuff for Not Nintendo! It only remains therefore, for me to wish you all a very, very Merry Christmas from all on 64 MAGAZINE – have a good one!

Roy Kimber, Editor

This issue we have mostly been... writing letters to Santa!

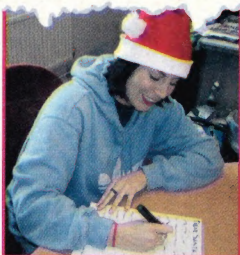
03



Roy

Dear Santa...

Please could you send me a Gamecube. I know they're not actually in production yet but you've got special powers so I figured maybe you could travel forward in time and bring one back for me. Thanks. Oh, and while you're about it, could I have a date with Kelly Brook, 'cos I really fancy her! Either that or a puppy?



Nicky

Dear Santa...

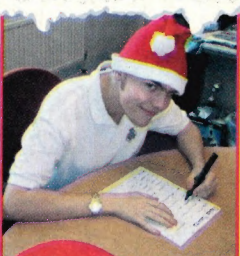
For Christmas I'd like some more combats and really cool TV over the Xmas period for a change. That's all. Er... oooh, also I'd like a Barbie (the Mermaid one) an' a Scalextric an' a skateboard with decent trucks an' some colouring pens an' a pair of Vans shoes an' a big bar of chocolate an' clothes vouchers an'...



Paul

Dear Santa...

Please could you get me a magical box which is really magic an' which when you open it you can pull out anything you want so that you never have to buy another thing ever again! I don't think that's too much to ask now, is it Santa? Don't go disappointing me this year! Remember, I know where you live...



Alex

Dear Santa...

What I'd really, really, really (really!) like for Christmas is an orange. And some nuts. You know, like the ones I got when I was little. It's the simple things that make Christmas you see. Oh... and an Intergalactic-Nuclear-Powered-Megaman-With-Real-Firing-Lasers-And-Transforming-Action. Ta Santa!

Let Us Not Forget...

Third on our roll call of contributors to 64 MAGAZINE is one Russell P Murray, Editor of the late NINTENDO PRO (formerly N64 Pro) and now at the helm of Paragon's flagship Pokémon magazine, POKÉMON WORLD (all you ever wanted to know about Pokémon and quite a lot of stuff you never thought to ask!) Russell also used to work at THE Games – otherwise known as Nintendo UK – so his knowledge of all things N64 is obviously pretty good and thus he continues his Nintendo adventures by penning the odd preview, review or guide for us. He's a pretty good source of Pokémon information too!



Turn to page 91 to subscribe!



The Legend Of Zelda: Majora's Mask

The long wait is over as Link returns in this, his second outing on the N64... and yes, it *is* fantastic!



The World Is Not Enough

The name's Bond... James Bond. Yes, everyone's favourite spy is back, and he's looking pretty sharp!

64 Magazine Issue 47 2000



You can contact 64 MAGAZINE at: 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth, BH1 2JS or email us: 64mag@paragon.co.uk or via our Web site at www.totalgames.net.



OGRE BATTLE 64: PERSON OF LORDLY CALIBER



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The N64's first (and only) 'tactical RPG' finally gets an English translation... but is it any good?

GENERATION:

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It's been 15 years since NES first turned up in Europe. That means that a lot of people have practically been raised by Nintendo...

FUN 'N' FROLICS IN OLD LONDON TOWN!



20

Last issue we visited Live 2000, this time we snuck a peak at Total Fun... how could we miss a show with a name like that?

MARIO PARTY 2



56

It's party time again, as the PAL version of this manic multiplayer game arrives on UK shores.

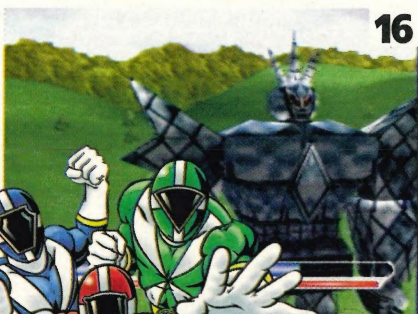
LIVE ACTION ROLE PLAY IN DEEPEST, DARKEST KENT...



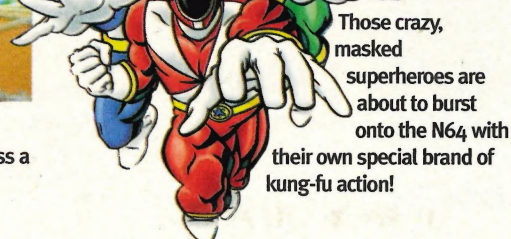
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With the arrival of *Zelda: Majora's Mask*, we decided to check out a group of people who play a very special kind of RPG...

POWER RANGERS: LIGHTSPEED RESCUE



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Those crazy, masked superheroes are about to burst onto the N64 with their own special brand of kung-fu action!

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Use our coloured section headings to find the pages you want. Fast!

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NEWS
PERIPHERALS
RUMOURS
HOT ITEMS OF
INTEREST

THE

SHOWCASE

Infogrames Infoburst!

French publisher Infogrames has been very busy this month. The major news is that it has formed a new, joint company with the Japan-based Hudson Soft. Infogrames hold a 70% share in the new company which is to be named

Infogrames Hudson KK (original, huh?) So what does this mean for you guys? Well, the new company is concentrating its development on Gamecube, X-Box and PS2. These three machines are being bandied about like anyone's business at the moment. It seems that nearly all the main publishers are going to be developing for all three consoles. Anyhow, this new merger shows that

Infogrames (a European company) and Hudson Soft (a Japanese company) are looking to get into each other's respective territory. The fact that such a large publishing group is showing interest in Gamecube is great news. Perhaps the two companies will complement each other, learn from each other and develop better games (yeah, right!) Remember, Infogrames is responsible for huge titles such as *Unreal* and *Driver*. Drooling yet? You should be, especially after you read what the *Unreal*

Tournament developers had to say about Nintendo (see other news).

Going off on a slightly different tangent, Infogrames recently bought out Paradigm, the developer of *Pilotwings 64*, the original *F1 World Grand Prix* and more recently, *Duck Dodgers*. It is now known that Paradigm has already signed a Gamecube development deal. Infogrames has got a Gamecube title lined up for the European launch – no one knows what it is, but fingers are crossed for a *Pilotwings*-style update. It would make sense, right?



Praise Be To Nintendo

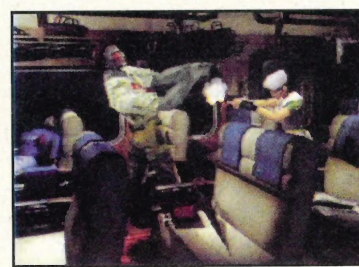
A large number of people have been speaking out recently with their views on Nintendo. In particular this month, the lead designer and producer from Epic Games (Developer of *Unreal* and *Unreal Tournament*). In an interview, they mentioned that there is no way that they can ever compete with games of *Zelda's* calibre. They went on to say that *Mario 64* and *Zelda: OOT* are perfect games for their time. Developers never just come out and say these things for no reason, so lets hope that they have signed up for Gamecube and that their praise stems from being impressed with the development kits. OK, so we're clutching at straws – but we can't help but get excited!



Capcom Gets Ambitious

Japanese company Capcom, which recently announced its full support for Gamecube and GBA, has been talking about its plans to release games on multiple formats. The formats include Gamecube, X-Box, PS2, Dreamcast and PC. Future titles will be released on all consoles simultaneously and at the same price. Gamers from all systems will be able to play each other across the 'net. Yes, you did hear right, someone with a Dreamcast will be able to play against someone with a Gamecube! According to Capcom, this will significantly reduce development and advertising costs, maybe by up to 25%. It also means that they are not tying themselves down to one or two consoles. Apparently, a new emulation technique allows them to port the code across the different systems without much difficulty. We're not too sure how this will work, but it's a major jump towards console

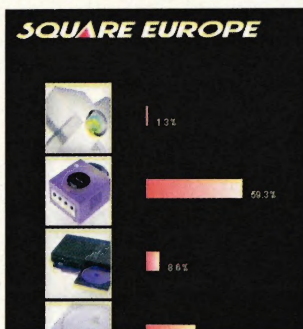
cross-compatibility. Either that, or it's the act of a madman! Rest assured that we'll keep you informed on this very, very interesting development.



Vote Gamesquare Now!

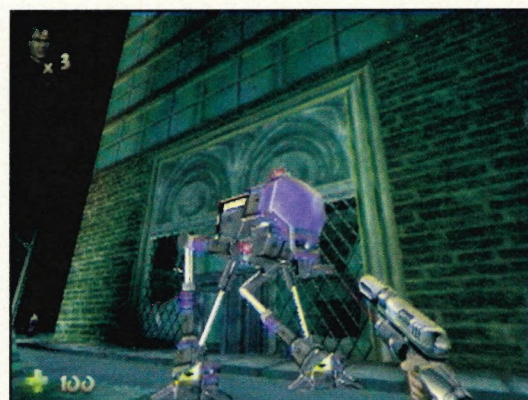
A Are you listening? Are you paying attention? Good. We need you all to do something for us – well, for yourselves actually. We're not just talking about you over there and you in the kitchen, we are talking about every single one of you!

You may recall how everyone always goes on about Squaresoft being the key to a console's success. Well, now Squaresoft is willing to listen to YOU. It wants to know which console you think it should develop for. At the moment, Gamecube is ahead by miles. We need everyone to head over to Square Europe's website and vote for Gamecube now! It couldn't be simpler. Jump onto your computer, go to www.square-europe.com and click on the 'click here to vote' message. Click on the circle next to the Gamecube picture and lastly, click on 'Vote.' That's it. This is your chance to directly influence Squaresoft's decision to come back to Nintendo. And remember... don't forget!



It's A Pokémon Xmas!

W hat, more Pokémon? Well, not exactly, but it looks like Pokémon is going to be the franchise of choice again this year. As well as *Pokémon Red*, *Blue* and *Yellow*, *Pokémon Snap*, *Pokémon Stadium* and *Pokémon Pinball*, there's also the new Pikachu-shaped N64 and the soon-to-be-released *Pokémon Trading Card Game*. Phew! That's a lot of Pokémon products...and that's just the games! Be sure to fill your stockings with all things Pokémon this Christmas!



I Am Turok...Again!

D avid Dienstbier, Creative Director of the *Turok* series, recently let slip some details about the future of *Turok*. He mentioned that the GBA is at the top of his development list and let slip the words 'Turok 4.' The dino-hunting series has had its ups and downs, but there's no

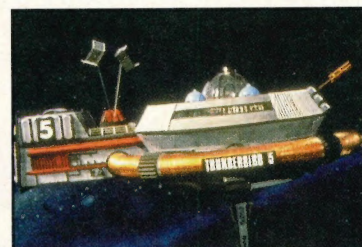
doubting that it is a quality series and any hints to a possible comeback on any Nintendo system are gratefully received. Also remember that Acclaim was talking about Gamecube development gear a long time ago. It was probably one of the very first companies to get a full kit!



Thunderbirds Advancing



Following last month's news that SCI would be bringing *Thunderbirds* to the GBC, it has now announced that the game will also be FAB-ing its way onto GBA. Hurrah! Another excuse for us to print *Thunderbirds* artwork!



Watch Out Microsoft!



Competition Winners

We've had umpteen calls and emails over the past month, about the competitions from issue 45, so, to put you lot out of your misery...

Have No Mercy Compo
Winner of the 32" widescreen TV is Trevor Giles Robson from Newcastle-Upon Tyne. Five WWF Goody Bags go to C Fox, Bromley; Stephen Walker, Liverpool; Richard Baldwin, Hailsham; Clive Cookson, Co Meath and Robert Dale, Brough.

Daffy Digital Camera Compo
The Panasonic Digital Video Camera goes to P Martin of Gosport.

Congratulations to the winners, commiserations to everyone else!

Nintendo president Hiroshi Yamauchi has gone on record this month as saying that a certain big company in the USA *thinks* that it can surround itself with talent and be successful. He didn't specifically mention any companies, or that he thought that they would fail. However, it's pretty obvious that he was slagging off Microsoft. It's true that Microsoft is buying up a lot of talented development houses. Surely this can only be because it has no confidence in its own internal teams. At the end of the day, even when Nintendo has been in a tight spot, its in-house games have

always got it through. You need that 'father figure' company to learn from and use as an example. What Microsoft is doing is only going to benefit the teams in a financial sense. From a creative point of view, Microsoft's overall strategy could see certain houses developing certain genres of games. While this will mean that all the genres are covered, it won't leave room for any new genres. Remember *Silicon Valley* and *Blastcorps*? Of course you do! They're titles that stand out, right? You can say goodbye to that sort of originality. Microsoft looks more and more like a stale bread-bin every day!

Nintendo To Ship Finalised Kits

Several developers have let it slip that Nintendo is planning to hold a Developer's Conference at the end of November. A similar event was held for the GBA earlier in the year and it turned out to be very successful. Apparently Nintendo has got full-speed development kits ready and waiting for people to see at the conference. Any interested developers will be wooed with the promise of a completed machine to work with, which would make a change. Most of the time, developers have to make do with incomplete kits right up to the last minute. Nintendo really seems to have pulled its collective socks up on this one. Hopefully those present will be similarly impressed. We're still waiting for a couple of big-name developers (ie: Squaresoft) to say anything regarding Gamecube, though. Here's hoping!

Squaresoft Designers On GBA!

Some of the people who worked on the *Final Fantasy* series and also the *Mana* series have left Squaresoft and formed a new company called Brown Brown. Apparently the name comes from a mystical Scottish creature that represents determination and hard work.

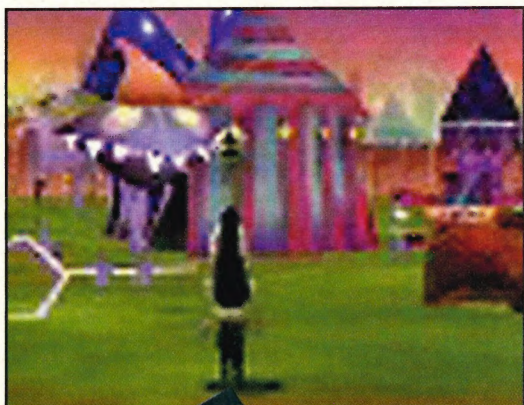
More importantly, the GBA would be ideal for the experience that these guys have. The older *Final Fantasies* and the *Mana* series both represent 2D graphics at their pinnacle. GBA is perfect for continuing the designers' reputations for beautiful 2D graphics and awesome gameplay. We can't wait! The first game from Brown Brown will be *Magical Vacation*. We don't know anything about it yet – as soon as we do, we'll let you know.



64 Magazine's Most Wanted

Carnivale

We doubt whether you have ever heard of this game before. It did pop its head up a little while ago, and now it's back again. Despite feeling a bit dizzy, we're really looking forward to this – a bit of harmless fun should balance out the ton of violence that we're about to get.



Aidyn Chronicles

While the graphics for this new RPG look very similar to *Quest 64* (ie: a bit dated, bland and blurry), a recent play showed great promise. Lets just hope that it comes out this year – next year won't be acceptable we're afraid. Nope, it just won't do!



Ogre Battle 64

Although Roy didn't think much of *Ogre Battle* in his review this month, there are some in the office who have been rejuvenated by its US release. Chandra has been wearing a pointed hat for a week now and he won't stop chanting under his breath! Roll on the PAL version!

Star Wars Episode 1: Battle For Naboo

Check out this new pic of this ace-looking shooter. It's not far away now – we're counting down the minutes! Why oh why do they keep taunting us with new pictures? We want the game, and we want it now!



Zelda GBA

Oooooh, that got your attention didn't it! Yes, apparently Nintendo is using a *Zelda* map to show off the GBA's Mode 7 scaling abilities. OK, so it's only a map so far, but there's definitely a game on the way... and boy do we want it! Already!

64 MAGAZINE CHARTS

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This Month	Last Month	Game	Publisher	64 Mag Score
1	-	Mario Tennis	Nintendo	92%
2	-	Donkey Kong 64	Nintendo	93%
3	6	Worms: Armageddon	Infogrames	94%
4	1	Pokémon Snap	Nintendo	88%
5	8	Earthworm Jim 3D	Virgin	87%
6	4	Pokémon Stadium	Nintendo	88%
7	-	GAME Triple Pack	-	-
8	5	Perfect Dark	Nintendo	98%
9	4	Zelda: Ocarina Of Time	Nintendo	96%
10	2	Mario Party 2	Nintendo	81%

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to **Chart Compo 46, 64 MAGAZINE, Paragon House, St Peters Road, Bournemouth BH1 2JS!**

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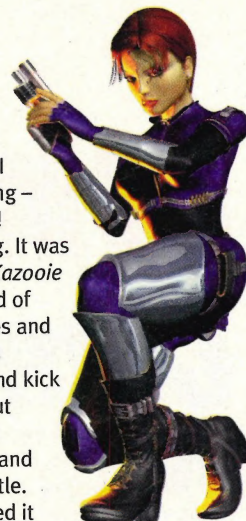
It's Just Not Cricket!

DEAR 64 MAGAZINE,

Less than a month ago I opened up my lovely new copy of *Perfect Dark*, plugged it in and started playing to find out just how much worse I had become at killing people since I finished *Goldeneye*. I had great fun, and still am. And I was very pleased to hear some British voices on the cartridge, because I hoped that finally a company over here had realised that there is nothing wrong with using British voices in a game. I could even forgive the plot revolving (a bit like every sci-fi film ever) around the US President. After all, I'd always rather have a British bad guy and an American hero – it's much more fun. But then something unforgivable happened. The Carrington Institute got invaded, and as I

prepared for the fight, I noticed the title wording – "...DefenSe"! AAAHHH!

That's truly shocking. It was bad enough in *Banjo-Kazooie* when there were a load of appallingly stupid jokes and damned Americanisms ("We're gonna come and kick your butt!") Groan...) but now, in such a brilliant game, they HAD to go and spoil it by using that title. They could have worded it differently! They could have saved people the irritation of American spellings! But no. We had to have "defense". Besides the fact defence is a much better-looking spelling, it's more importantly correct. I understand that a game has to revolve around America or Americans get bored (that's not an insult – that's how it's justified) and because there's lots of them



Got something you want to get off your chest? Then write in to us and let other gamers know what you think!

STAR PRIZE

The star letter each month wins a lorry load of N64 peripherals courtesy of Fire International.



Two N64 Joypads

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Two Extender Joypad Cables

One Xplorer 64 Cheat Cartridge

One SCART Lead

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£120
OF N64 KIT!

COURTESY OF FIRE INTERNATIONAL



Prize Winner

Perfectly Mad!

DEAR 64 MAGAZINE,

Me and my friends all enjoy a good game of *Perfect Dark*, but none of us took it any further, until, Friday 6 October, we organised the X24 project. A mammoth deathmatch consisting of 24 hours of solid, hearty PD deathmatches, without stopping. At 5.30, we waved farewell to reality and with one final slam of the door, we were transported to another world, another dimension.

A photocopy of the original rules is enclosed, and none of the rules were broken. We had succeeded, and almost died in the process. As for the actual game, we all started new multiplayer characters, so we could see how we performed, and after playing exactly 57 games, all of our characters were really screwed up. At first we played our favourite game, 'knifey', which is set in slow motion in the Complex with one-hit kills. I valiantly scored the first kill, but just lost by one point in the end. The second match was a repeat of the first, but with eight simulants (all set on easy) to spice up the game. I won this time. After a night of many arguments, fights and mad PD action, we were exhausted, but happy. Then we realised: we still had eight hours to go! As repetitive gameplay got tedious, there was mutiny in the ranks! Mutiny! As every head shot got personal, games got frenzied and insanely quick. Just as the gameplay got too intense,

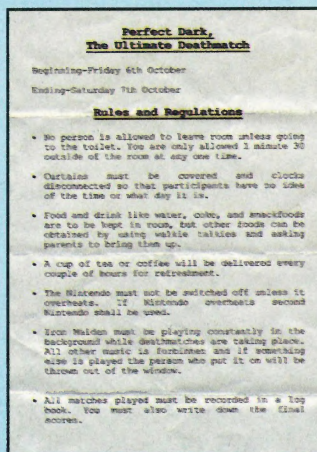
two shrill knocks at the door echoed through the room and with the creaking door swinging open, it was over. Although we would not forget this, we were almost thankful for it ending. With a swift handshake, we were friends and not competitors. If anyone else will hold their own X24 I would love to see them send in a similar letter to mine to the one, the only, the best – 64 MAGAZINE.

PS: I am writing this letter two days after the 'Event' and am still recovering, but hopefully I will survive.

Anthony Martin, no address supplied

Well done Anthony, you are, quite simply... mad! We're guessing that you didn't pay much attention to Nintendo's 'Consumer Information And Precautions' notes! We've studied your rules and we're fairly sure they're actually based on a version of the CIA's techniques for breaking difficult prisoner's spirits

during interrogation (particularly the constant Iron Maiden – are you a complete masochist or what?) That said though, anyone who's that into *Perfect Dark* that they lock themselves and three friends into a room to play it for 24 hours straight deserves to be commended on their dedication to the game, even if it is at the risk of their health and possibly even their very sanity! We would advise anyone else thinking of doing the same thing though, to take the proper health precautions – *Perfect Dark* may be superb, but it's not actually worth dying for!



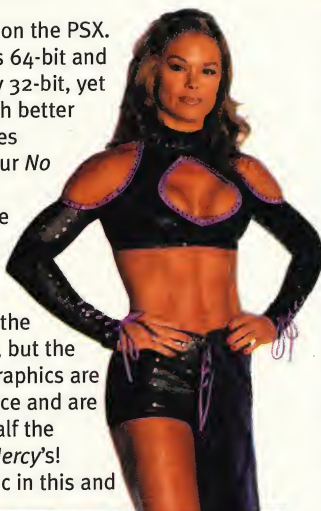
it's necessary to keep them happy, but really – give proper spellings to the rest of the world at least! I shudder to think what affect the Game Boy Color has had on the primary school spelling tests of this country...

What I don't understand is why Rare, who clearly are worth a great deal to Nintendo, don't put their collective foot down and say "we've just given you a multi-million selling game: let RARE do the wording correctly, not some fools who can't even spell!"

One last point – we can't even blame the American game editors for everything. Rare are doing it quite deliberately. I was playing *DK64* the other day and successfully wandered through the level only to find I had to go into the ARMORY – Rare write the game, for goodness' sake, and I doubt gun-wielding Marines stand over them forcing the erroneous in-game spelling on them! Allowing American sound programming is one bad thing, but deliberately writing in visual mistakes is even worse. Take note, Rare – I'm not being petty, not even patriotic – just pointing out that the majority isn't always right (American pollution quotients?). Let common sense prevail.

NB: with the massive difference in PAL/NTSC release dates, why not use some of that time to tweak our versions round to decent spelling? Rick, via email

Smackdown 2 on the PSX. Our machine is 64-bit and the PSX is only 32-bit, yet they have much better wrestling games compared to our *No Mercy*. The wrestlers in the new *No Mercy* game look like plastic figures due to the blocky visuals, but the *Smackdown* graphics are as smooth as ice and are meant to be half the power of *No Mercy*'s! There's no logic in this and



I find it impossible to understand the reasoning behind THQ's latest release. It SHOULD be better than *Smackdown*! But it's NOT. The question on my confused mind is: WHY? I definitely give no mercy to THQ. Tom Crowther, Bradford

Confused mind is right Tom! Quite how you can even compare *WWF Smackdown* on the PSX to *WWF No Mercy* on the N64 we don't know, let alone claim that it's better! Sure, the graphics on the PSX version might look every-so-slightly crisper – but that's just the nature of the two machines. As far as gameplay goes, *WWF No Mercy* wins – hands, feet and butt down! If you can't see this then you can't really be the wrestling fan you claim to be – or perhaps you are... you do know that it's not real, don't you?

An Educated Viewpoint...

DEAR 64 MAGAZINE,

I have a few things to say...

Firstly I think that Ashley Gizon from issue 45 is a complete idiot, he wastes his money on crap *Pokémon* merchandise and games like *Pokémon Snap* and *Stadium*. It is a waste of time and money. Secondly I think that *Paper Mario* is a load of crap, Nintendo (yes, I am criticising Nintendo!) think that

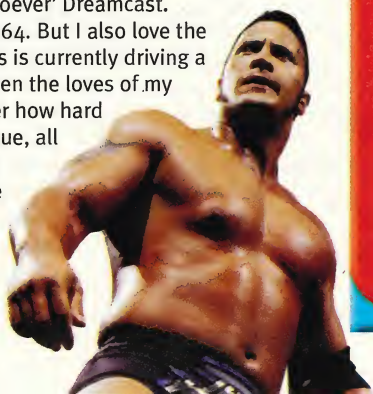
Phew... not that you're over-excited about this or anything Rick! We have to admit that Americanisms can be a bit annoying – all the more so here in the office because half the word-processing programmes on our computers have US dictionaries which make subbing text even more of a nightmare than it should be! It *would* be nice if games used English spelling, but at the end of the day the market for Nintendo games over here is tiny compared to that in the 'States, and so we have to go with the majority – which in this case is 'them over there'. Maybe some companies might think about putting correct English in games, but then that would just require them to spend more money, and at the end of the day, if the game is good, you're not going to not buy it just for the sake of a few American spellings, are you?

Somewhat Perplexed...

DEAR 64 MAGAZINE,

It's the same old line for an N64 owner: "Oh, my machine is technically superior to your crummy PlayStation" and we'd act all high and mighty until our head explodes. I'm one of these people: I think my beloved N64 is far better than the inferior PlayStation and the 'no games whatsoever' Dreamcast.

I love my N64. But I also love the WWF, and this is currently driving a wedge between the loves of my life. No matter how hard you try to argue, all the wrestling games on the N64 cannot rival *Smackdown*. And the up-coming



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Console Queries...

DEAR 64 MAGAZINE,

First of all, your mag seems to be just about the only N64 mag around – people seem to be so sure that N64 is dead. After the release of Gamecube do Nintendo plan to stop making N64 games? About Gamecube: it will have great games, right. But these days people want their consoles to do more than just play games. Dreamcast is on the internet, PSX2 has a DVD player.

Are there any plans for a Gamecube modem, presumably a DVD player is not an option as the discs are too small? Don't get me wrong, I'm a big Nintendo fan, I've never even owned a

PlayStation and my favourite games are N64 games: *Goldeneye*, *Zelda*, *Mario*, etc and multiplayer battle games are brilliant. No matter how many times you play *Mario Kart* battle with three mates you won't get

bored. In fact the absence of a multiplayer in *Zelda* was it's only flaw – the game is an experience, I've already pre-ordered *Majora's Mask*.

Richard Fysh, Doncaster.

Well, if you read our interview with Shigeru Miyamoto in issue 45, then you should be aware that Nintendo are focussing on games rather than multimedia with the Gamecube. And why not? You say that these days people want their consoles to do more than just play games, but who says? Sony? Sega? At the end of the day, if you want to watch DVDs, you can get a decent DVD player for around a £100, so why would you want your much higher-priced console to do it? If you are desperate for a games machine that allows you to play DVDs and surf the Internet and do all sorts of other non-games related activities, then why don't you just buy a PC?

they can stick Mario in game and earn a fortune... smell the fresh air, it is crap 2D graphics, the game is crap.

I think games like utsey-cutesy *Banjo-Kazooie* are just not good for Nintendo's reputation, games like *Resident Evil 2*, *Turok 1,2,3* and *Rage Wars*, *Goldeneye*, *Perfect Dark*, *Shadow Man*, etc are all amazing. I also think you should write to Activision and tell them to bring *Tony Hawk's Skateboarding* back out! Finally I think that the Not Nintendo section is... crap! Apart from that your mag is absolutely amazing!

PS: I think that The Starcube or N64 should make a bike game.

Devin Reilly, Finchampstead.

Er... right. Well, thanks for sharing David. We're guessing you're dismissing *Paper Mario* having actually played the game and not just based on looking at a few screenshots of it! As for games like *Banjo-Kazooie* not being good for Nintendo's reputation... yeah, we can see that. In fact when *Banjo-Kazooie* came out we all spent months wandering round the office saying things like "Seen that *Banjo-Kazooie* game? Gosh, aren't Nintendo rubbish!" Oh well, it just goes to prove that you can please all of the people some of the time... but you can't take a horse to water and expect him to be worth two in a bush... er, or something like that. Oh... and by the way, it's Gamecube, not Starcube, you utter divvy.

A Non-Violent Perspective...

DEAR 64 MAGAZINE,

I am writing this letter in favour of Nintendo. I think the Nintendo Gamecube will be a great console but I don't think it will sell as well as it should because most people think it is aimed at younger children. So then, what's happened to gameplay? Does that matter? What will happen to this world if people only like violence? So what if a game hasn't got blood? *Zelda* is the best game I have played, yet I didn't see any blood there and it certainly wasn't a mature game either. It had great gameplay and that was all that mattered. Anyway, don't people realise Nintendo aren't the only publishers working on the games for Gamecube? With Gamecube's

ease of development there should be hundreds of developers creating games, and I

don't think they will all be aimed at younger kids. Look at two games we already know

about: *Too Human* and *Resident Evil Zero*, they are

not games that are aimed at younger kids. I think Nintendo are the greatest developers and that they create truly great games. Sure, mature games are fun, but with Nintendo, less-mature games are usually equally or more fun. And that's all that counts.

David Catena, via email

Fair point David. With all the hoo-hah about too much violence in games, or not enough violence in games (depending on your point of view) we tend to forget that some of the best games ever released aren't really that violent at all... well, perhaps we should say not that gory at all? After all, Link smacking seven bells out of a variety of assorted monsters or Mario butt-bouncing all manner of bad-guys is still strictly violence – you just don't get the blood 'n' guts aftermath. Hopefully the Gamecube will continue the growing trend of something for everyone that we've seen just lately – gore for those who want it, good, clean fun for those who don't!

We're The Best!

DEAR 64 MAGAZINE,

The reason why the Nintendo 64 does not have as many games as the PlayStation is because Nintendo think about quality. My cousin has a PlayStation and he recently bought a game for it and he told me how bad it was.

All you have to do is control a hand and click on people and they talk – it was so bad that he took it back to the shop.

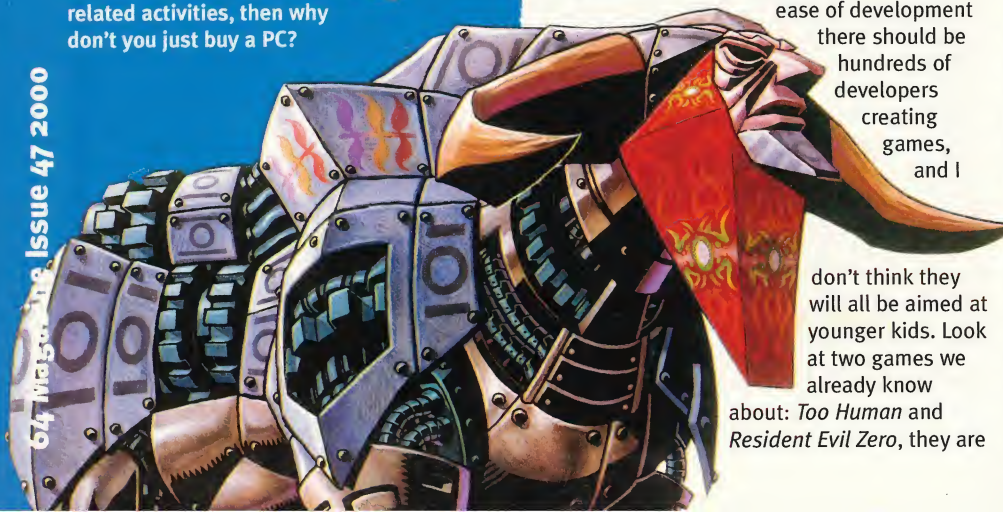
Games cannot get worse than that. Mostly all of Nintendo's games are 70% and over. So, overall I think Nintendo is definitely the greatest console ever made.

PS: PlayStation2 is a rip-off for £350 and it sucks.

Natalie Marshall, Farnborough.

Sounds like your cousin bought himself a 'point 'n' click' adventure there Natalie! Not his cup of tea presumably. While we're all safe in the knowledge that we have got a great console, it's hardly fair to slag the PSX off based on one game.

After all, if the only game you had played on the N64 was *Superman*, or (horror of horrors) *Carmageddon 64* then you wouldn't exactly come away with a very high opinion of that either, would you? That said, the N64 is obviously the greatest console ever, at least until the Gamecube arrives!



The cover art features a central figure, Turok, with a Native American headdress, screaming with his mouth wide open. He is surrounded by a fiery, orange and yellow glow. In the background, several large, green, multi-eyed alien heads are visible, some with sharp teeth. The title 'TUROK 3' is rendered in a large, metallic, 3D font. The 'O' in 'TUROK' contains a small image of a dinosaur. The number '3' is stylized to look like a bloodied, clawed foot.

TUROK 3

SHADOW OF OBLIVION



64 sight

**See the games of
tomorrow today!**

14 Banjo-Tooie

16 Power Rangers

18 Mickey's Speedway



Banjo

***Patience little ones... the bird and
the bear will soon be here!***

Did you know that by the time you read this section of our glorious magazine, *Banjo-Tooie* should be gracing the shelves of an American videogames store nowhere near you? And did you also know that by the time the game arrives on our shores, we will have probably printed enough screenshots to have made everyone feel like they've played the game already? As we wait with bated breath for the latest instant classic from the Rare stable, we have to ask ourselves, "Why should those crazy Americans get to play on a British game before (and not just a little before by the sounds of things) we can?" Obviously we can guess it has got something to do with American sales determining the success of the game before the rest of the world can get a copy, or something similar at least.

By now you probably know exactly what to expect from *Banjo-Tooie* but let's go over it again shall we? You never know, we might set a test, for you to see how much you have learned – but that is extremely unlikely, because everyone hates tests and we can't be bothered anyway! We have got better things to do you know! Can't think of what they could be though...

Some of the things we have established so far are: 1) Banjo and Kazooie can fight together and

separately. 2) You can also play as Mumbo Jumbo. 3) Areas that could not be accessed in the first game can now be accessed in this. 4) The game is prettier, bigger and tougher and: 5) It WILL be excellent (well... it had better be!)

As we get closer to the release date 64 MAGAZINE is trembling with excitement as this is just one of a whole host of games from Rare that will be appearing in the coming months. This includes *Mickey's Speedway USA*, *Dinosaur Planet* and (our particular foul-mouthed favourite) *Conker's Bad Fur Day*, which promises to be like no other game you have seen or will probably ever see on your N64! Rare seems to have success with cute animals doing very strange things (oh, and secret agents with more gadgets than a Swiss army knife on steroids) and *Conker's BFD* promises to take that idea to a whole new level!

Until the moment when the *Banjo* cart drifts into our office like a nice dream, we'll just have to keep on shoving new screenshots in your faces until you are full. We have here a batch of new screens and when the time is right and the moon is in some mystical place, you can rest assured that a review will be "winging" its way to you, if you can just "bear" with us? (Sorry). ■



[Above] 'Baby, every time we kiss, Hot Lava! And every time that we make love that's Lava, Hot Lava!' Thanks, South Park!



[Above] We could ask "Why would a nasty monster be holding a sausage?" But then someone might tell us... so we won't.

-Tooie



[Above] What's in the egg?
Our my money is on a
dragon. What? Haven't
you ever seen 'Chorlton
and the Wheelies'?

 **BANJO-TOOIE**

→ PUBLISHER Nintendo
→ DEVELOPER Rare
→ UK RELEASE March 2001 (TBC)

Power Rangers: Lightspeed

Your chance to become a Power Ranger!

Somebody somewhere must still love the *Power Rangers* show enough to warrant making a game for the N64 about it! If you are not familiar with the hit children's TV series then read this... A bunch of bad young actors dress up in spangly spandex clothing and battle fantastical creatures who are dressed up in ridiculous costumes that wouldn't fool a pantomime cow! The show features half-decent special effects, reasonably well executed kung fu fight sequences and, of course, giant robots that fight *Godzilla*-style over matchbox-sized cities! Remember to take this formula, and repeat it over and over again for as many episodes as you can get away with, before everyone catches on how poor it is and stops watching. As you may have guessed, we're not the biggest fans of the

programme, but if the formula of this new game is anything like the show, then it doesn't really look too favourable for the multi-coloured crime-fighters!

The basic plot is that many of the members of the Power Rangers have been kidnapped and you, as the only remaining Ranger, must hunt for them across 30 huge levels, battling all kinds of evil beasts and grotesque monsters for truth, justice... and so on. The levels are a mix of first and third-person perspectives and battle areas and the different styles consist of driving, flying, blasting, robot-fighting and rescue scenarios.

On your travels you're able to use all of the vehicles and a lot of the weapons from the *Power Rangers* universe, as well as being able to battle the awesome, threatening powers of some of the series' most despicable bad guys such as Diabolico and Magmaore!

As a special treat the game also features the newest Power Ranger to join the team in the seventh season, Titanium Ranger. If that isn't a bonus, what is? Although, at this early stage, we have to be honest and say that this game so far hasn't exactly sparked any real interest or fired our enthusiasm, and early word from across the pond (where it is already out) hasn't been all that good. Many of the critics have said that graphically it is way below average, gameplay is short and unsatisfying and the sound is poor. The worst news of all is that it's been compared



[Above] *Hey you, kid! Are you tough enough to take me on? Are you man enough to beat me to a pulp? C'mon then you big girly!*



POWER RANGERS

→ PUBLISHER
→ DEVELOPER
→ UK RELEASE

THQ
Mass Media
TBA

Rescue



[Above] So? Are we meant to be impressed? If you cleared it by removing a giant mountain, fair enough. Otherwise...

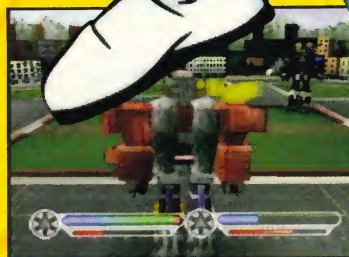
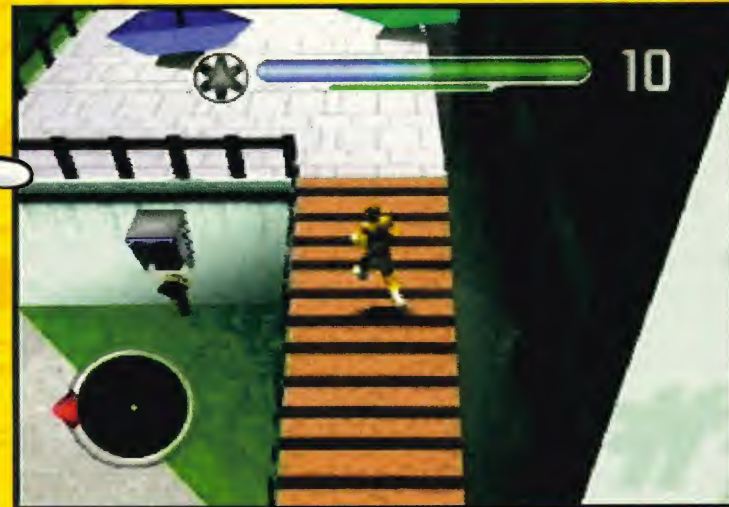


to the dire *Carmageddon 64* and *Superman* games! Despite all this bad news though, the jury is still out and 64 MAGAZINE, as ever, will wait until we have got the final review of the game written and printed up before we commit to a final opinion!

If you are a big fan of the *Power Rangers* then you might be a little disappointed to read the above information, but it's never over until the fat... er, Power Ranger sings, so let's wait until the final verdict is in. On a lighter note... cheer up, it's Christmas soon, and that means presents, TV specials, and arguments over dinner with your relatives! ■



[Below] Yellow Ranger takes a little time out from saving the world to film a special series of 'Celebrity Treasure Hunt'. His butt isn't as attractive as Anneka Rice's though!



[Below] While waiting outside a toy shop for the release of the PS2, this poor guy managed to freeze himself solid - fool!



Not Just A Pretty Face!

Over the past 3000 episodes (or so it seems) there have been some completely idiotic monsters with extremely daft names. Do you fancy reading through a few...?

Mutitus
Gnarly Gnome
Pudgy Pig
The Wheel of Misfortune
Goaten the Lion-Goat
The Mirror of Destruction
Rock Star
Samurai Fan Man
Babe Ruthless
the Spit-Flower
Madame Woe
Terror Toad
Chunky Chicken
Mr. Ticklesneezer
The Goo Fish
The Fighting Flea
That Bee Monster
A Two-Headed Parrot
The Soccerdillo
The Rhinoplaster
Commander Crayfish and his band of Mutant Rangers
The Oysterizer
Eyil Green Ranger

I mean, what's it all about?



Racing Rodents and Driving Ducks!

Mickey's Speedway USA



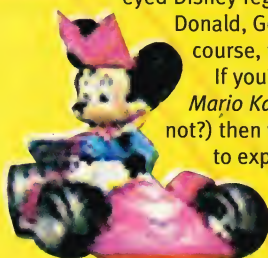
[Below] Goofy, you near-sighted mongrel – look out! This is what happens when you let a cartoon dog drive your car...



History, and several nasty road accidents, have proved it: animals can't drive. No-one's ever been held up at the lights by the gerbil in front who's just stalled his Cortina, or been cut up on the motorway by a Springer Spaniel in a Subaru. Until now.

In *Mickey's Speedway USA*, (screaming onto an N64 near you just in time for Christmas) animals do all the driving. In fact, this new cartoon racer lets you choose between all of your favourite big-eyed Disney regulars, including Donald, Goofy, Daffy and of course, the mighty Mickey.

If you've ever played *Mario Kart* (and if not, why not?) then you'll know what to expect, as this title is basically the same, gameplay-wise. The levels include trips



[Below] Mickey found the road to the Millennium Dome surprisingly clear... obviously the MOS party wasn't starting just yet!



around various colourful locations including icy caves, the Grand Canyon, and even (our personal

favourite) a Las Vegas casino! There's also a 'homage' to the *Mario Kart* 'Battle' level, where you get to shoot or ram up to three other players, in order to burst balloons that are attached to their cars.

Thanks mainly to the fact that this game uses the Expansion Pak, the graphics looked superb, with lush backdrops, detailed animation and no slowdown, even when four players battle it out over the winding,

shortcut-ridden tracks!

Given that this title is winging its way to us from the boffins at Rare, you'd expect the final game to be quite impressive... and it is! We got the code in just too late for review in this issue, but rest assured there will be a mammoth review heading your way next month. Will it improve on the legendary *Mario Kart*? You'll just have to wait till next issue to find out! ■



[Below] Louie's attempt to bribe the racers with tomatoes failed miserably and eventually he gave up and flew home.



[Below] Mickey raced away before the Vegas doormen spotted his loaded dice – never trust a talking mouse!



MICKEY'S SPEEDWAY USA	
→ PUBLISHER	Nintendo
→ DEVELOPER	Rare
→ UK RELEASE	December



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B-02
Banjo Kazooie
Battle Tanks
Battle Tanks Global Ass.
Battle Zone
Beetle Adventure Racing
Bio Freaks
Blast Corps
Body Harvest
Bomberman 64
Bomberman Hero
Buck Bumble
Bust a Move 2
Bust a Move '99

C-03
California Speed
Carmaggeddon
Castlevania
Castlevania
Chameleon Twist
Chameleon Twist 2
Charlie Bats Territory
Chopper Attack
Clayfighter 64
Com. & Conq. 64
Cruis'n the World
Cruis'n USA
Cyber Tiger

D-04
Daikatana
Dark Rift
Deadly Arts
Destruction Derby 64
Diddy Kong Racing
Donkey Kong 64
Doom 64
Duel Heroes
Duke Nukem 64
D. Nukem: Zero Hour

E-05
Earthworm Jim 3D
ECW Hardcore Revol.
Excitebike 64

Extreme G 1
Extreme G 2

F-06
F1 Pole Position
F1 World Grand Prix
FIFA 64
FIFA '98
FIFA '99
Fighters Destiny
Fighting Force 2
Fisherman Bass Hunt 64
Flying Dragon
Forsaken
Fox Sports C. Hoops '99
F-Zero X

G-07
Gauntlet Legends
Gex
Glover
Goeman's Great Adv.
Goldeneye
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Golf 64 Champ. Edition

H-08
Haven
Hot Wheels T. Racing
Hybrid Heaven
I-09
Iggy's Rockin' Balls
Int. Fisherman Bass Hunt 64
Int. Super Soccer
Int. Track & Field 2000
ISS '98

J-10
Jeopardy
Jet Force Gemini
Jikkyou World Soccer
J-League T1 Beat '97

K-11
K. Griffey Jrs. Slugfest
Killer Instinct Gold
Knife Edge: Nose Gun.
Knockout Kings 2000
K. Bryant in NBA Court.

L-12
Lego Racers
Lode Runner 3D
Lylat Wars

M-13
Mace: The Dark Ages
Madden 64
Madden NFL '99
Magical Tetris Challenge
Major League Baseball

Majora's Mask
Mario 64
Mario Golf
Mario Karts
Mario Party
Mario Party 2
Micro Machines
M. Piazza's Strike Zone
Milo's Astro Lanes
Mischief Makers
Mission Impossible
Monopoly
Monster Truck Mad. 64
Mortal Kombat 4
M. Kombat: Sub Zero
Mortal Kombat: Trilogy
Multi-Racing Champ.
Mystical Ninja
Mystical Ninja 2

N-14
Nagano Olymp. Hockey
Nagano Wint. Olympics
Nascar Racing '99
NBA Courtside
NBA Hangtime
NBA Jam '99
NBA Live '99
NBA Live 2000
NBA Zone '98
New Tetris

NFL Blitz
NFL Blitz 2000
NFL Quarterback '98
NFL Q'back Club '99
NFL Q'back Club 2000
NHL '99
NHL Breakaway
NHL Breakaway '99
Nightmare Creatures
Nuclear Strike 64

O-15
Ocarina of Time
Off-Road Challenge
Olympic Hockey '98
Operation Winback

P-16
Paper Boy
Penny Racers
Perfect Dark
Perfect Striker
Pilot Wings
Pokemon Snap
Pokemon Stadium
Powerful World Soccer 3

Premier Manager 64
Pro Baseball King
Puyo Puyo Sun 64

Q-17
Quake 2
Quake 64
Quest 64

R-18
Rainbow 6
Rakuga Kids
Rampage Universal Tour
Rampage World Tour
Rayman 2
Ready 2 Rumble Boxing
Resident Evil 2
Revolt
Ridge Racer 64
Roadsters
Robotron 64
Rugrats: Scavenger Hunt
Rush 2: Ext. Racing USA

S-19
S.C.R. R.S.A.
San Francisco Rush
Shadowgate 64
Shadowman
Shadows of the Empire
SimCity 2000
Snowboard Kids
Snowboard Kids 2
South Park
South Park Rally
Space Dynamites
Space Station: S. Valley
Star Fox/Lylat Wars
Star Soldier
Star Wars: Racer
Star Wars: Rogue Squad.
Super Man
Super Mario
Super Robot Spirits
Super Smash Brothers
Supercross 2000

T-20
Tarzan
T1080 Snowboarding
Tetrisphere
The World Is Not Enough
Tonic Trouble
Tony Hawk's
Top Gear Overdrive
Top Gear Rally
Top Gear Rally 2
Toy Story 2

Triple Play 2000
Turok - Rage Wars
Turok 1
Turok 2
Turok 3
Twisted Edge S'boarding

U-21
Universal Tour
V-22
Vigilante 8
Vigilante 8 2nd Offence
Virtual Chess 64
Virtual Pool 64
V-Rally '99 Edition

W-23
Walden Country Club
War Gods
Wave Race
W. Gretzky's 3D Hockey
W. Gretzky's 3D Hit '98
WCW Mayhem
WCW Nitro
WCW nWo: Revenge
WCW nWo W. Tour
Wetrix
Winback: Covert Ops
Wipeout 64
World Cup '98
World Driver Champ.
WWF Attitude
WWF War Zone
WWF W'mania 2000

X-24
Xena Warrior Princess
Xg2

Y-25
Yoshi's Story
Z-26
Zelda (All Games)

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Fun 'N' Frolics In Old London Town!

64 MAGAZINE checks out what's new for Christmas at Total Fun 2000...



[Above] The 'Dream Street Olympics'. At the end of each event, the winners got presented with little medals... aah!



[Above] Hello, and welcome to the Art 6.2 FM sound stage! Today we're playing music and... er, talking a lot.

Ho, ho, ho... it's Christmas! Well, it's nearly Christmas, anyway. It's a time for giving and receiving (mainly receiving) and then eating turkey sandwiches for about a month afterwards. Still, with this magical season as a starting point, Roy and Paul decided to pop along to the Total Fun show at Earls Court to look at what you might possibly expect to find under your tree this year!

Warning! Christmas is 'a coming'! This means wrapping and buying presents, hanging up your decorations and making up your own wish list, full of things that Santa Claus might deliver to you on that special day in December. It's always a stressful time of year, as you have to spend lots of cash on other people, many of whom you might not even like (that's what having a family is all about!) As for the people you are actually fond of, there is a constant pressure on you to make sure they like what you give them.

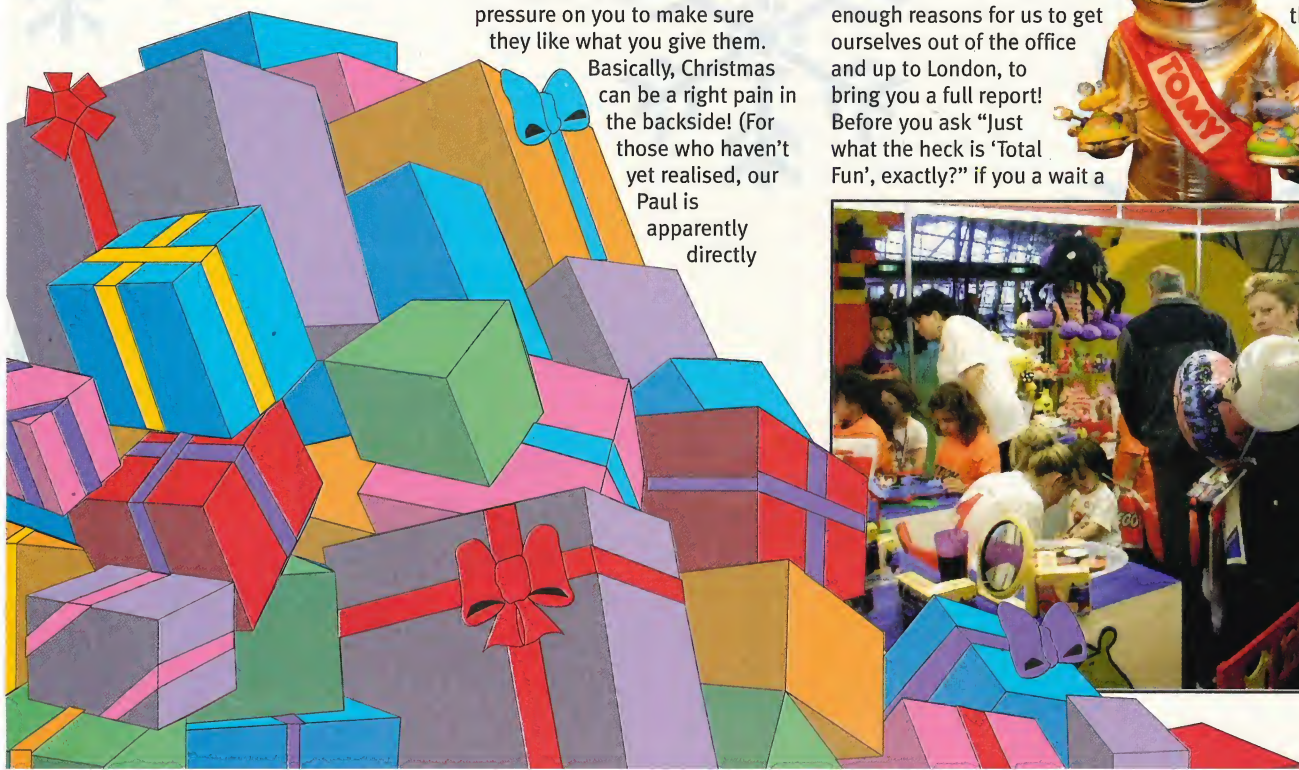
Basically, Christmas can be a right pain in the backside! (For those who haven't yet realised, our Paul is apparently directly

descended from none other than Scrooge himself - Roy.) To give you some idea of what sort of thing you might expect in your stockings/pillowcases on Christmas morning this year, 64 MAGAZINE managed to get into one of the most fun and interactive toy-related events in the country this year: Total Fun!

With around thirty different exhibitors showing off their latest toys and gadgets, we believed that there were more than enough reasons for us to get ourselves out of the office and up to London, to bring you a full report! Before you ask "Just what the heck is 'Total Fun', exactly?" if you wait a

few seconds, we'll tell you. Total Fun is an exhibition designed to teach children the value of play with a variety of games and activities. Gathering together some of the top toy companies in the UK, this event allows parents to see their kids enjoying games before possibly buying them from

the shops at a later date. In other words, the parents are dragged along by the kids, the kids spend the whole day having a whale of a time and then the parents have to endure weeks of "I want, I want, I want" from their offspring until Christmas! Ahh... the system works!





Don't Toy With Us!

Roy and Paul arrived reasonably early at Earls Court having successfully survived the lengthy coach trip from Bournemouth (trains lately having become something of a lottery as to whether you arrive on time – or arrive at all, in some cases). There was a reason for getting there early, and that reason had something to do with Steps turning up to open the show by promoting their new figures. No, that doesn't mean that they have been working out at a gym somewhere – the top popsters were



there to show off some plastic doll versions of themselves to the media and the general public. Once they had gone we were pretty much allowed to go off and do whatever we liked. Which we did! There was – as the show guide clearly stated – plenty to do and see. Like what? Well, like this little lot, for starters...

CARTOON NETWORK

The world's number one cartoon channel had tons to see and do. You could even meet up with many of your favourite characters from shows such as *The Flintstones* and *Dexter's Laboratory*.



BBC WORLDWIDE LTD

At the BBC stand there was plenty of sand to play in, opportunities to help *Bob the Builder* build stuff and even sit in *Noddy's*



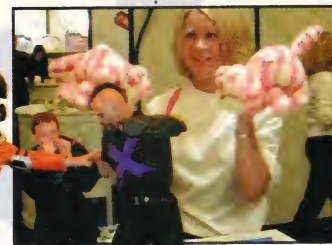
funky toy car... er, except we didn't, because we were too big.

DREAM STREET

ITV's most popular pre-school show had its very own Olympics for children to take part in. You could meet the characters from the show, take part in an event and even meet Dave Benson Phillips... whoever he is.

BANDAI

Digimon, yet another of those Japanese creature-collecting 'sensations', was being promoted to the hilt, as young kiddywinks managed to get their hands on a



Stepping Out!

Why was Roy so excited at around 11:00am on that Friday morning, while Paul was so bored he played with his Game Boy throughout the whole event? The reason was because Steps were at the toy fair to promote their new line of toy figures. Keeping photographers, small children and half-asleep parents waiting, the band that likes to say "Yes" finally turned up holding their dolls in their hands and waving to the paparazzi. Steps took time out to sign autographs and chat to the odd journalist or two and then disappeared, destined to appear on a *Top Of The Pops* stage a few hours later! Luckily for Roy, he managed to get his press pass signed which brought a Cheshire Cat grin to his face. It seems Christmas had come early for Roy that day in October... now if he can only persuade one of the blokes in Steps to drop out so that he can join the band!

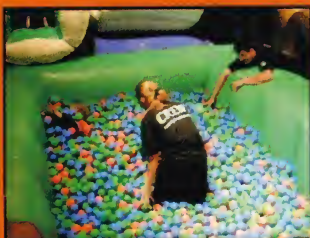


Action Stations!

There is only one man who would dare brave the dangers of the Action Man assault course, only one man who would risk life and limb to overcome the obstacles involved and only one man who could make it out alive. Unfortunately he wasn't here

so Roy took on the course instead! Taking on the challenge head first, Roy dived over the large inflatable wall, charged through the forest of inflatable bollards, forced his way through small passages and tight tunnels and waded through a rather vicious

looking ball pool. After pulling himself over the last wall, Roy emerged triumphant on the other side. His pride dropped like an atom bomb however, when a bunch of seven year-olds finished not long after him, and without a single drop of sweat on their faces!





[Above] For fans of *Robot Wars* there are tiny toy versions!

[Below] Help, I'm stuck in the ball pit and I can't get out!



Battle Card pack, some video games and more toys than even Santa could fill his sack with!

EXTREME ZONE

Within the confines of a nifty half-pipe, British and World Champion BMX riders, skateboarders and in-line skaters demonstrated their gravity-defying skills which made us look up in awe and think... "Show offs!"

LEGO

No toy fair would be complete without an appearance by Lego and this year's stand featured a huge Father Christmas made entirely from Lego bricks! Also on display were new lines of Lego sets and a life-sized Lego Darth Vader and Lego R2-D2 (How many times must we write the word Lego?)

HASBRO

Keen to promote their Action Man range, this stand

featured an assault course for all the youngsters to complete on (more on that later). Boy was it a tough one!

HORNEY

Most famous for their model train sets, this stand featured more tracks than a Steps "Best Of" album... actually, let's rethink that last comparison (Oi! No dissing Steps! They are truly top popsters and deserving of your admiration and respect! - Roy). Of course, there was also a great deal of Scalextric stuff to feast upon too!

Toy Boy

As you may have gathered, this show was more geared towards the younger kids, who have yet to learn about paying bills and getting into night-clubs, but there were some things to interest the older boys and girls too. There were the London Knights, offering some tips on how to slam a puck straight into the back of the net, an indoor football pitch letting young and old alike kick that old

piece of leather around, and also the Extreme Sports Zone which offered to teach some of the tricks of the trade to anyone who was interested. By the end of the day both Roy and Paul were so tired that even the thought of finding somewhere to sit down was a challenge. Can you imagine what it must have been like to be dragged around by a bunch of hyperactive kids too? We decided to count ourselves lucky! But hey, don't think for one second that we left that place empty handed! Before we drove off into the horizon, we managed to come away with ten things that might be right up your gift-stuffed street this Christmas. Check them out...



Toy Top Ten

Hello and welcome to a run-down of the top ten toys we came across at the Total Fun show. We must first stress that this list is not compiled in any particular order and is merely a reason for us to a) do this boxout and b) get some toys into the office to play with!



Bendos

Big in the States and promising to be just as big in the UK, Bendos make a collection of fun "classic bendable characters" for all ages!



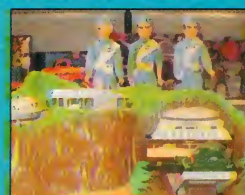
Who Wants To Be A Millionaire?

The world's most popular game show can come straight into your living room with this electronic table top game!



Beep and Bopp

Have you ever fancied owning a remote controlled robot that does everything you ask it? Well Beep and Bopp sort of fit into that category...



Thunderbirds

Once again, the *Thunderbirds* make a reappearance on not only our TV screen but also in our toy boxes! They pose, they stand, they talk!



Lego

Another Christmas, another range of new Lego kits to build and collect! This year's sets include robots and more *Star Wars* goodies!



Wuv Luvs

This odd-looking, cuddly, interactive toy responds to how you treat it and then gives birth to an egg, from which a little baby Wuv Luv appears!



WakeYoo

Bored of waking up to the sound of that annoying beeping alarm? Then fear not as Wakeyoo allows you to record any wake-up sound you like!



Robotic Pets

There are so many different types of robotic pets around these days, it's just mad! This is Rocket, who responds to voice commands - cool!



WWF

If you like the idea of grown men pretending to hit each other then what about these new wrestling figures complete with ring?



BBC Dinosaurs

It's now possible to play with your own Raptor thanks to the range of *Walking With Dinosaurs* toys based on the actual models from the series!

プレイステーション2 P2

The ultimate magazine for the ultimate games machine

Sony's new PlayStation2 arrives on 24 November...

Are you ready?



P2 is the only magazine you need. The second issue hits the shelves on 09 November and guarantees...

- In-depth PS2 reviews, previews, news, solutions and features every month
- Not just a games magazine – P2 features reviews of the latest DVDs from the UK's best selling DVD magazine, DVD REVIEW
- 100% unbiased and unofficial – informative views and opinions from well respected writers you can trust
- Sony's stylish new console deserves a quality magazine – accept no substitute

ON SALE
09 November 2000

available from all good newsagents



This is Bernard the plant. When the NES came out he was only little. All together... aah!



>> -1985- <<

Generation:

There's a group of people out there who grew up with the Nintendo console...



A few years on and Bernard hasn't made much progress... maybe no-one's feeding him!



>> -1991- <<



Most of the people reading this magazine probably take consoles and videogames for granted. They are something which has always been there, something which is perfectly socially acceptable and something which, to many people, is even... 'cool'. It wasn't always like this however. When videogames first game out they were very much a thing for the 'nerds'. The 'cool kids' all spent

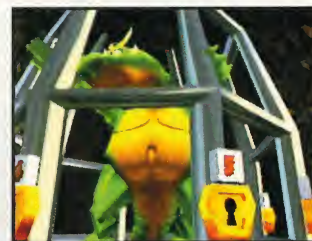
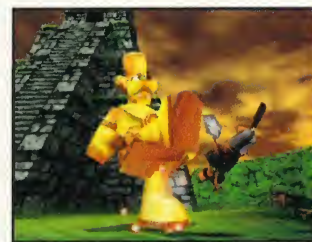
their time playing football in the park, smoking on street corners or learning to kiss behind the bike sheds at school. Of course, if it hadn't been for the unsung heroes – those buyers and players of the early videogames – then companies like Nintendo would never have made any money and the games we play today would never have appeared. Maybe we'd all have gone back to sport for our entertainment, our lust for

excitement and bloodshed culminating in a reappearance of Roman-style Gladiatorial combat to the death... er, or perhaps not. Whatever the case, we felt we should pay homage to the early gamers and look at how they would have evolved through the years alongside the consoles they loved... and ultimately nurtured.

The Nintendo Entertainment System – or NES – was what really started the whole thing off.



By the time the N64 appears
Bernard's owner has shaped up -
so he's looking much better!



>> -1997- <<

Introduced to the UK in 1985, the NES was big, square and had all the processing power of a modern-day calculator, but it introduced us to such characters as Link and Goemon and provided a new platform for an already established character (from various *Game 'n' Watch* titles), that plucky plumber, Mario. The average age of the predominantly male (at least at first) NES gamer would have been – for argument's

sake – about 10 years old. His other hobbies included going to school, listening to his 'ghetto blaster' and wondering what all the fuss was about girls.

By the time the successor to the NES – the Super Nintendo Entertainment System – arrived in late 1991, our gamer was officially a teenager. Obsessed with designer labels, baggy clothes, junk food and anything his parents hated, he was just

discovering the opposite sex, but that still left plenty of time to play with the new-look, super-curve, much more ergonomic SNES with its more powerful processor and some stunning graphics which made gaming an awful lot more addictive. If you don't believe us, try playing the SNES version of *Mario Kart*!

When the Nintendo 64 came onto the scene in 1997 our long-term videogame addict was

somewhere around University age and thus girls were a subject very close to his heart (and probably to other parts of his body too). The stunning 64-bit graphics of the machine really caught the imagination of the general populace, who were already impressed with the Sony product that was sweeping the country at the time (we're not going to name it, you know what we're talking about!) For real hard-core gamers



And with the Gamecube Bernard's fully grown with lush foliage that small children often get lost in!



>> -2001?- <<

though, the N64 was the only machine to own. After all, was it not a console with the most amazing 3D graphics the world has ever seen? Thus it was that while every man and his dog (or so it seemed) suddenly started to get into videogames, and playing with consoles was no longer something done in relative secret and not talked about for fear of social ridicule, all those people who had been into games from

the beginning spent their time in 64-bit fantasy, starring as top secret agents with a 'licence to kill', or as large, 3D plumbers with bouncy bottoms. And of course, the story doesn't end there...

Optimistically we can expect the Gamecube sometime towards the end of 2001, perhaps just nudging into 2002. When it finally arrives, our long-term gamers are going to be in their late 20s, possibly successful programmers,

or dot.com millionaires... who knows? They may even be parents – having finally brought the whole boy/girl thing to a satisfactory conclusion (don't worry if you don't know what we're on about – you will one day) and that will mean a whole new generation of kids ready and willing to lose themselves in the impossibly detailed fantasy worlds promised by Nintendo's new baby. With parents who are also videogame

fanatics, Nintendo's directed marketing of the Gamecube to 'the family' actually begins to make sense. And just think about this... looking at how far games have come in such a (relatively) short space of time, what might they be like in another four generations? With the speed at which technology is advancing now, surely the only limit on future videogame entertainment, will be our imagination... ■



Live Action Deepest

Don't just play RPGs... live them!

Our story starts – as such stories do – with Roy finding a flier for Skullduggery on one of his many late-night excursions into central Bournemouth. Conveniently enough, we were at this point looking for a subject for our next ‘real-life’ feature, so we gave ‘em a bell and arranged to go along to their next ‘do’.

Unfortunately, Roy, being the geographically inept chap that he is, didn't quite realise that Bournemouth (where 64 MAGAZINE is based) is actually about 200 miles away from Ramsgate in Kent where the action was taking place! Our intrepid journo Roy and Chandra thus arrived at the Skullduggery game venue a little later than planned. The idea had been to get there around lunchtime, spend the afternoon observing the action and then stay for some of the night events (the participants were there all weekend, starting on Saturday morning and staying in character until Sunday evening). As it was, we got there in time to watch about half an hour of the afternoon role playing, and then everyone broke for something to eat before the night events started. We took this as a useful opportunity to have a word with one of the Skullduggery organisers, Steve Bradshaw...



64 MAG: So Steve, which character do you play at this event?

Steve: I don't get to play a character, much as I'd dearly like to. When we see things going on, like the undead are coming out and whatnot then I really want to play, but it's my job to make sure that the game actually runs smoothly, to ensure that no-one's standing around not actually involved in the game, and that's what I do. I'm marshalling here, we set up everything and are involved in it from stage one, turning up Friday night and trying to turn the field into this fantasy world, right up until the very end of the event with the putting away and all that.

64 MAG: Is it difficult to get people to use their imaginations to see things as you need them to be?

Steve: Some people do, some you have to come along and give them a little push, for instance things we call ‘phys-reps’ – physical representations – sometimes that'll

We've gone RPG mad this issue! What with the arrival of Zelda: Majora's Mask and also the US version of the (slightly disappointing) Ogre Battle 64, we felt it was about time for the second in our (ahem) 'regular' series of 'real-life' activities based on videogames. You may remember our taking on a bunch of developers in a real-life first-person shoot-'em-up back in issue 43? Well, with all the role-playing going on in the office, we felt we should try a little 'real-life' role play this time, so we arranged to pay a visit to Skullduggery, a group of people who are very much 'living the dream'...

Role Play in Darkest Kent..

► REAL LIFE RPG

FEATURE

29



be a card and it'll have something to read on it, so you'll go to show them the card and they'll say 'I'm not looking at that, I'm not looking at that.' Really there is no card there,

it's meant to represent 'I've just put a spirit on you and you're now transfixed' or something. Sometimes it's hard getting that kind of thing across... distances, the heights of walls, you know: the fence that's only four-foot high is actually a really huge stone wall. When it actually comes to going for it in battle I think that's where people come out of their shells and they tend to jump up and down and really be what they are trying to be.

64 MAG: Out of all the characters here now, who would be your favourite? Who would you be?

Steve: Of these? I think I would be Tadpole. Of all the people who are here I'd be Tadpole, because he's won every event so far! And that's about it. No... I think because Rick, the guy that plays Tadpole – talking about people with an imagination – the minute he gets here and we call time in he's no longer Rick: he's Tadpole, and I think for that end of it you actually see a real character. Some people are themselves, just in fancy dress. After a couple of events they usually get more convincing, but some people take a little time getting into their roles. The first one I ever went to we were all going to be like these Samurai guys and so we made all this armour and made all these suits and we got to this event... and it

was awful being a Samurai, we didn't like it one little bit! So then we changed our characters and by about the eighth event I'd finally got my character the way I wanted it.

64 MAG: How long have you been doing this and how did you start?

Steve: Three years ago we went to a major event up in the north, and when we went along we found that we didn't get involved in the game, we spent a lot of time watching and the kids didn't get to play and we'd travelled 300-odd miles with four kids and a van-load of people! So we decided that we had to be able to find somewhere nearer to do this but there wasn't anywhere. I was just in the right place at the right time with a bunch of people with great imaginations who had this fantastic story and I think that over a few coffees this story we just pulled together and we created Afacia and the 'Heard-Of-Lands'. But apart from this system, I'm not really a role playing expert, I've never played loads of role playing games – this is what I know. Other people come to us and say 'oh do you use the so and so system' or: 'are you familiar with the such and such system' and I'm like: 'no, I haven't got a clue'. I'm a complete novice at this, but our system we know. So we actually learn a lot from other people coming to play with us.

64 MAG: Have you played any RPG videogames?

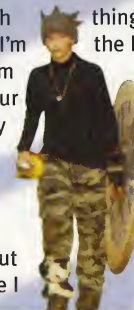
Steve: You'll hate me for this, but I'm a technophobe! Not because I

want to be but because I sit there and I'm like... well! I'm learning – through friends I've got as I sit and watch them, but I don't know anyone bad enough to play against to learn because if I'm sitting around – the people that I hang with – they'll play and then it's my go and then I'll just give it back and go and make the coffee and do something for an hour while they're playing! So I need to find some other really bad players so I can actually go: right, now what are we doing? Just what exactly are we learning to do here?

64 MAG: How many people are actually involved in the organisation?

Steve: Technically, three of us. If you ask 'who are Skullduggery?' There are three of us, and then there's my poor, dear wife who gets dragged along to these events and the kids, the kids are great, they're persuadable, but Liz is great, we'd be lost without her. Other people tend to come in and their character builds, like the Smithy down the other end – he's come along... because he wants to play a Smithy. So he's got himself a Smithy's tent and he's building up his own thing. We've got the guys in the black, the Degan Birth, with the black marks

and the black coats – that's their conception, they've come along and they've started this faction, they're these guys from Degan, and their faction's growing. Every time they come along there's another two of them and it's growing and growing so, er, as much as we are





the people who set everything up, we have a great bunch of volunteers who show up because they want to 'get their thing going', you know.

After chatting with Steve we had a quick word with a few of the actual participants, then it was back to the game. By now night had fallen and the vampires were about to come out, so the Skullduggery RPGers generously asked us if we fancied joining in. How could we say no? With a couple of costumes assembled from a bag of odd bits provided by Steve's wife Liz, we quickly kitted ourselves out in our best imitation of medieval warriors (although the general consensus was that Chandra's outfit had him looking more like a kid who had nicked his mum's best curtains). With the loan of some spare weapons we entered the field of battle.

The games are played much like videogame RPGs. Player-characters wander around a 'map' (in this case a large field with various tents and things marking villages, etc) and every so often they encounter assorted warriors, monsters, magicians and so forth who trigger incidents. Depending on the course of events, this can lead to quests, or to the discovery of magical objects or to battle. Battles are both

magical and physical. The magic is obviously controlled by rules and magical abilities, much like in a non-live action RPG. The physical is a little different however, as combatants actually fight with specially-made, padded replica swords, shields, maces and the like, and – while certain rules still govern the combat such as where you can strike and how many hit points various weapons actually inflict – a lot of it still relies on skill... so it can get quite exciting!

It wasn't long before intrepid warriors Chandrus and Royus (well... we had to come up with our names fairly quickly!) discovered a few problems. The first was that as we hadn't attended the sessions during the day, we'd failed to gain any magical powers which would have been handy against undead assailants. The second was that our weapons – both of the blunt persuasion much favoured by Victorian burglars – were pretty much ineffective against undead opponents. The third was that all the bad guys in this part of the game were... undead.

We quickly became masters of the ancient art of 'running away screaming' and spent a lot of time hiding behind other, stronger characters, but it was still great fun. Even when the Heavens opened and the rain came bucketing down people's spirits weren't dampened, the role play simply shifting into the nearby scout hut which was quickly transformed to become an Afacian tavern. At this point, wet and tired but nevertheless happy with our brief stint as live action role players, we made our goodbyes and left, leaving our new-found comrades-in-arms to banish the vampires and other assorted nasties without us. We felt this only prudent since the tavern-keeper had, in confidence, let slip to us during his interview that he was in fact the head vampire and so the tavern probably wasn't the safest place to be! ■

Skullduggery!

We'd like to say a big thank you to Steve Bradshaw and everyone involved in Skullduggery for letting us visit the mystical world of Afacia, chat to the characters and generally just get in everyone's way. If you fancy trying your hand at a bit of Live Action Role Play then you can get hold of

Skullduggery through their website at www.skullduggery.org.uk, or by giving Steve a ring on (01843) 836104. We had a fantastic time when we went to see them – despite the Apocalyptic weather – and if you're looking to try your hand at live action role play then you won't find a better place to start!



Assassin

Character Name: Canaan Razel
Real Name: Adam Chandler

64 MAG: So tell us about your character...

He's evil, an assassin. Walks around killing people. That's about it really. A pretty basic working henchman type of guy. This is my first time at live role play. All my friends have been doing it for a long time and I've been wanting to come, I've been doing other things like vampire role plays and I'm into comics and all sorts of fantasy based stuff anyway, so... uh, I just thought I'd come along and try it!

64 MAG: Are you into the computer side of RPGs?

Yeah, I play *Zelda* on the Nintendo... the name Razel is actually from a PlayStation vampire game, *Legend of Cain*-type thing. I basically like anything that's dark and twisted!



The Thief

Character Name: Spike

Real Name: Oliver Bradshaw



64 MAG: So what's your character like?

Er... I've got a mace and a shield.

64 MAG: And do you have any enemies?

It's a camp, some of the

people in the camp.

64 MAG: What, they're all after you?

Yeah, after our camp.

64 MAG: So what are you going to be doing today?

Nickin' stuff.

64 MAG: So you're a thief?

Yeah, we're thieves. We go around nickin' stuff, and killin' people. I've nicked Mulberry wines and a grappling hook, stuff like that.

64 MAG: How long have you been doing this, is it your first time?

No, I've done it lots of times.

64 MAG: Do you like doing it?

Yeah, I play other characters sometimes too.

Tavern Keeper

Character Name: Barak

Real Name: Jon Powell

I'm the tavern-keeper, so basically I'm the landlord of the tavern, I get hold of trade items, money – all sorts of things, lots of dodgy dealing, basically I'm head of the Black Market in the area. I've been doing this for a year, only a year, that's the live-action stuff with this group, but there's a group of us that come from Folkstone nearby who do live-action role-playing – a small group of us – and we got into that from doing tabletop role-playing.

64 MAG: Have you had much experience of computer RPGs?

Yeah, oh yeah. For example the *Zelda* game, that's a very good one, I've always enjoyed that one... No, I do like role playing games, although to be honest I like the ones that are more in-depth and more like this, which you'd get on a PC, as opposed to



a console. I've never played any online role playing games though and I would be interested in trying that.

The... Er, Tadpole

Character Name: Tadpole

Real Name: Richard Allinson

64 MAG: So... What are you?

I'm a woodland man, I haven't really got any special skills, I play in the trees a lot and... like killing people really.

64 MAG: Do you have any particular enemies?

Everyone really. The thing that everyone wants in this event is *Dragon's Blood* and I've got the lot of it, and I'm not giving any



to anyone and they're all coming after me to try and get it. There was a big mission earlier and about 12 people went out in a boat to this island to get the blood, and as they came back, we got half of it for providing half of the men, and during the course of the day I got the other half of it too. So I'm doing quite well.

64 MAG: How'd you get into this?

I've been doing this about six years. When I first started I was working for a place that made horror masks and the guy that ran it used to go to Summerfest, a big event in Derbyshire. I went to that one and I've been in it ever since.

64 MAG: Do you dabble in other kinds of RPG?

I used to, not anymore. I used to be a big *Half Life* fan, but I've fallen out of it now.

The Warrior

Character Name: Harwks

Real Name: Steven Paxman

64 MAG: So tell us about yourself...

At the moment I have a one-hit 'strike down' weapon and I'm a

Malcon, just a normal troop person. One of my best mates got me into this through his uncle, who actually

makes all of this. I've been here about three times now.

64 MAG: Do you play computer RPGs at home?

I've got a PlayStation, but I don't really play any of those games... I'd rather do this!



WHAT'S
REVIEWED
IN THIS
ISSUE!

Reviews

64 MAGAZINE

Those Pesky Little Boxes Explained!

Our reviews are liberally splattered with boxes, for your convenience – if you're too lazy to read the main review, or want the technical guffery, these are where to look. But what do they mean?

NINFO

→ PLAYERS

The number of people who can play the game.



→ EXPANSION PAK

Does the game have Expansion Pak's extras?



→ RUMBLE PAK

Can you plug this in to shake along with the game?



Publisher	Who sells it
Developer	Who wrote it
Game Type	What type of game
Origin	Country it was written in
Release	When is it out?
Price	See if you can guess?

\$64,000 QUESTION

⊕ This is where we list the good and bad points of the game. If there are more of the latter than the former, it's probably not going to be worth your money!



PAL PERFORMANCE

In UK Update reviews, this box replaces the \$64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system?

SUPPLIED BY

We get import games through importers – if you want to get hold of an import game for yourself, then these are the people to call.

MEMORY OPTIONS

Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?



34

Legend of Zelda: Majora's Mask

Link returns to the N64 in the sequel to The Legend Of Zelda and proves that you don't necessarily need a TARDIS to be a Time Lord!

64 MAGAZINE RATING

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



Well above and beyond the call of duty – five in a category means it's damn near faultless!



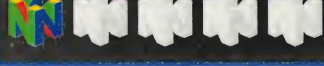
A good job – there might be a few rough edges that could have been better, but nothing serious.



Average – a game that gets this score does its job adequately in this category, but isn't anything special.



Things aren't looking good – a mark of two means that this part of the game is definitely below par.



Complete rubbish – this part of the game has been done so badly, you wonder why they bothered!

44 *The World Is Not Enough*



Bond's back, but it's not a Rare game – gasp! Fear not though, because EA have put a bit of work into this one...

52 *Ogre Battle 64*



We've already reviewed the Japanese game and now we've got the US version maybe we'll be able to finally work out just what's going on!



56 *UK UPDATE*



Mario Party 2

Mario and pals finally reach the UK with the PAL version of a much-anticipated sequel!



THE FINAL SCORE

95%+



Every game gets a score out of 100 – but what does it actually mean? Ignore anything other mags may say – 64 MAGAZINE is the most brutally truthful N64 mag around, and if we give a game a good (or bad) mark, you can take that as the gospel truth. These are what the scores mean in English...

This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award – from the more than 200 N64 games reviewed, only an elite few have got the gold. It's your guarantee of a top game!

94%-90%



Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

89%-75%



The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

74%-50%



Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not especially interesting. Be careful before you spend your money.

49%-30%



Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

29%-10%



You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Below 10%



Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.

REVIEWS

64
MAGAZINE

64 *BOTTOM LINE*

CONTROLS



What do all those buttons on the pad do? We try to make sense of the insanity!

ALTERNATIVES

There may be other games of the same type already on the shelves – here you can see at a glance whether the game being reviewed measures up to the competition.

RATING

Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

Audio

Does it sound like music to your ears, or nails down a blackboard?

Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

Challenge

Will it keep you coming back for more, or be finished in five minutes?

OVERALL SCORE

%

The final score!
It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

Soundbite:

The game in a nutshell, for the truly lazy reader!

Written by:
Roy Kimber

34

MEMORY
OPTIONS

- **MEMORY:**
Three save game slots
- **CONTROLLER PAK**
Not used

\$64,000
QUESTION

- + It's Zelda!
- + Gorgeous graphics
- + Multiple versions of Link with their own unique powers
- + Tons of tasks to complete
- + Better puzzles than the first game
- + Absorbing storyline
- + Loads of objects and power-ups to collect and use
- + Lots of humour
- + Great bosses
- Camera can be a bit of a pain at times
- Not quite as big as the first game

NINFO

→ PLAYERS



→ EXPANSION PAK



→ RUMBLE PAK



Publisher	Nintendo
Developer	Nintendo
Game Type	Adventure
Origin	Japan
Release	Out now
Price	£49.99



The Legend Of Zelda: Majora's Mask

Link returns in an epic adventure that crosses the boundaries of time and space!



'The Legend Of Zelda: Majora's Mask is fantastic. Bloody brilliant!'

He's been knocked out, his Ocarina has been stolen, someone's nicked his horse and now the moon is about to crash into the planet... all in all, Link's not having a very good day! This is the premise behind the game that anyone with an ounce of enthusiasm for the Nintendo 64 has been waiting on ever since the first rumours sprang up that gaming master Shigeru Miyamoto had a sequel to *Zelda: Ocarina Of Time* up his sleeve. Well it's here, and it more than lives up to advance expectations!

the healthy and happy land of Hyrule, and then shifting seven years into the future where Link's 'all grown up' and Hyrule is looking like one of the sets from a *Mad Max* movie (ie: somewhat post-Apocalyptic). Right at the end of the game though, once evil has been vanquished and everything in the land has been set to rights, the guardians of Hyrule that Link has helped to free, spin back time and send him back to Hyrule the way he left it... as a small boy.

And this is where *Majora's Mask* picks up the story. For hardly has little Link got back to the lush, green forest where he lives when he's mugged by a strange masked figure who runs off with his horse and his Ocarina. Link though – being the heroic type that he is – gives chase, and he pursues the masked thief into a strange portal in a tree which just so happens to lead to the mysterious land of Termina.

It's Time... For Time!

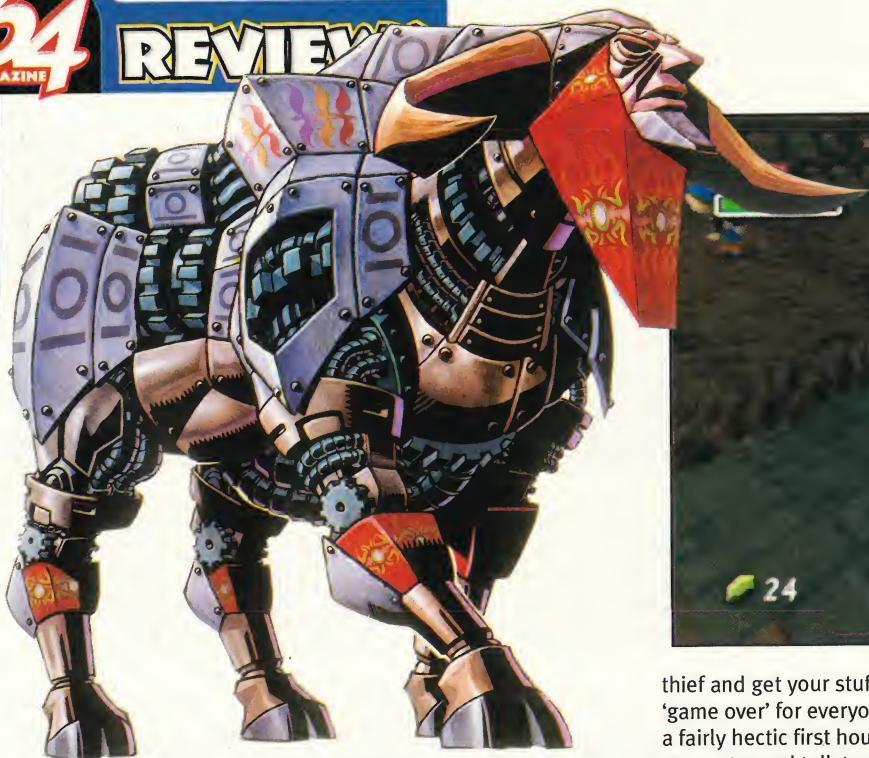
Of course, being a *Zelda* game, this is no ordinary portal, and Link hasn't just popped across the border into a different county, oh no. It appears that Termina is in another dimension and Link's arrived at a bit of a bad time, because a rather angry-looking moon is about to crash into the planet – in just three days! As if all this wasn't bad enough, the masked thief intercepts Link just after he passes through the portal and – without so much as a 'by your leave' – turns him into a Deku Scrub! It's here that you assume control of Link and the adventure really begins. For a travelling mask-seller announces that he has a way of turning Link back to normal, but first our Elven hero must get back an object that has been stolen – by none other than the horse and Ocarina thief himself!



If you've played the first N64 *Zelda* game then you'll know that it spans two different time-frames, beginning with Link (a heroic Elf) as a child in

[Below] Link goes for a nice relaxing stroll in one of the nearby gardens, seemingly oblivious to the doom approaching from above.





The Missing Link?

The first thing that really strikes you about *Majora's Mask* (aside from the fact that the central character is initially a short and stumpy plant as

"Don't hesitate to buy this game!"



opposed to a small boy with pointed ears) is the time limit. This is represented by a small sundial at the bottom of the screen, upon which a Sun (or – at night – a moon) moves round with fairly alarming speed. You've got just three days to find the



thief and get your stuff back, or it's 'game over' for everyone! The result is a fairly hectic first hour of play or so, as you try and talk to everyone and visit everywhere at once in your desperate search for clues. All the while the clock keeps ticking down and before you know it it's the third day and you realise that there's no way you're going to explore even a fraction of the game before the time limit expires... so what do you do?

Well, luckily things aren't as bad as they seem. The people you meet, and the fairy that you pick up when you enter the portal give you a variety of handy clues, and in fact by the end of the third day, you only have to have completed a few specific tasks which lead to you doing one thing – getting your Ocarina back. Now we're not saying that this is easy by any means, and in fact the chances are that the first time out your efforts will be rewarded with a dramatic sequence of the moon smashing into the planet

and killing everyone in Termina. However if you pay attention to the clues and remember what you did each time, then you'll get there in the end. It is actually just about possible to accomplish pretty much all of the tasks that you need to do to get your hands on the Ocarina within the first 12 hours of the first day – once you know what you're doing.

Play That Funky Music...

Anyway, once you get the Ocarina (and we're not going to tell you how to, although obviously you've got a guide now if you do get stuck) you get to experience a brief flashback sequence in which Link's old sweetheart Princess Zelda teaches him the Song Of Time... a blatant clue if ever there were one that you should play the tune – now! A quick blast on the Ocarina later, and Link finds himself at the beginning of the first morning, having moved back three days in time! And it's now that

Chase Me, Chase Me!

There are various puzzles and tasks to be completed throughout the game, some fairly tricky, some not so bad...



This little fellow can be found in Clock Town, trying desperately to shoot down a balloon...



Shoot it down for him and he's suitably impressed, impressed enough to offer you a challenge...



The challenge in this case is to catch him, and then his four very similar-looking friends...



Succeed in catching all five within the time-limit and you get given an extremely useful passcode!



[Below] Deku-Link finds himself in the Observatory where he can use the telescope to get an even closer view of the moon.



[Below] Goron form allows you to curl into a ball which is helpful for climbing slopes and breaking boulders – if you go fast enough.

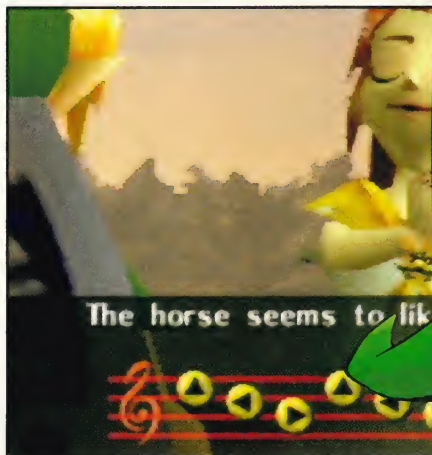




[Above] The horse-riding in *Majora's Mask* uses the same established carrot and... er, carrot technique as the first game did.



[Above] The Termina version of 'Crimewatch'. Do you remember a lot of people riding a bright, shining ball? Call this number...



the game really begins in earnest.

By using the Ocarina, Link can transport himself back to the first day whenever he chooses. He can also jump forwards in 12-hour leaps and can slow time down too, in order to give himself plenty of time to explore the land of Termina and solve the all-important puzzles. The catch is that whenever Link leaps back in time, everything resets... or almost everything. Link loses any cash he happens to be carrying, any characters he has met over the three days will act as if they have never met him (because they haven't, see?) and any tasks he was in the process of completing reset. However, it's not all bad. Any special objects Link has found such as the masks (which we'll come to in a minute), the Ocarina, the various weapons and things like the extra heart pieces are all retained, so he's not left with a totally blank slate.

Through careful manipulation of time therefore, Link must

explore the lands of Termina, conquer the dungeons and ultimately defeat the mask thief, who turns out to be a lot more troublesome than he seemed at first! And the key to everything is those pesky masks.

A Stitch In Time...

There are 20 masks in all, and although he doesn't know it when he starts out, Link's already got one! You see, return to the mask-seller with the Ocarina and he reverses the mask thief's spell, turning Link back into a boy... a boy with a Deku Scrub mask. Link can now put this mask on and

It's All In The Packaging!

Have you ever noticed how Nintendo seem to change their packaging for the different world markets? *Zelda: Majora's Mask* is no exception, as you can see from the three different cartridges...

The Japanese Version

Plain, grey cartridge, fairly understated black label... Nintendo obviously expect people to buy the game just for the gameplay!



The American Version

Our US cousins get the game before us, and get the flashiest cartridge! Gold, with a holographic label... not bad!



The English Version

The UK version arrives... we open the box... it's a gold cart! Hang on though... no holographic label. Yah, boo and sucks to you!



What A Banker!

Now, if you've been paying attention then you'll know that Link loses all his non-essential items when he jumps back through time (must be some kind of Temporal Customs regulation or something). Unfortunately, that includes all his cash, but there is a way to stop all your hard-earned wonga going the way of the Dodo, and that's by using a very peculiar bank. Go see the guy on the Western side of Clock Town, and he takes your cash from you for safe keeping – then once you've jumped back in time if you go see him again you can draw it back out... before you've actually deposited it! Cool... if only all banks worked like that!



take it off at will, and whenever he puts on the mask, he takes on the special abilities of the Deku Scrub, allowing him to blow bubbles and fly to a limited degree (no more hang-gliding with chickens in this game, oh no!)

All the masks in the game have different properties. Some transform Link and give him special abilities like the Deku Scrub mask, some enhance his normal abilities, some allow him to communicate with certain characters... each of them has a specific use. You don't need all the masks to complete the game, but they all do something.

Like in the first *Zelda* game, in *Majora's Mask* the gameplay is linear... and it's not. That is to say, there are certain tasks which you must perform, certain places you must go and certain things you have to find in order to progress through the adventure. But at the same time, there are absolutely loads of things that you can do in different locations more or less whenever you feel like it. Some of these things grant you special items (like the masks) and these may or may not help you in the rest of the adventure, but some of the activities are fairly irrelevant and only result in extra cash or energy... plus a generous helping of fun, of course!

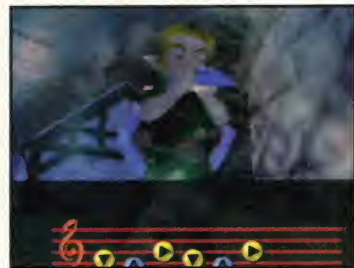
[Below] *Ah... certainly Master! I shall demonstrate to you once and for all that I really do know the noble art of Kung Fu!*



Time Is On Your Side

Now that's enough about what's in the game for the moment. The important question – the most important question in fact – is this... is it any good? No, hang on, that's a stupid question. You've played *Ocarina Of Time*, right? Let's face it, it'd be a bit bloody difficult to take that masterpiece and then make another game based on the same engine that was rubbish, wouldn't it? Well, wouldn't it? You know it would, and so to put all of you out there who are wondering 'when's he gonna say if it's any good?' out of your misery... The *Legend Of Zelda: Majora's Mask* is fantastic. Bloody brilliant. If you've got the cash, you want a game and you're after the adventure of a lifetime (without leaving the comfort of your armchair of course) then don't hesitate to buy this game. You won't regret it. There... that's sorted that out. Now that we're all reassured, let's move along, because while *Majora's Mask* IS a fantastic game, it's NOT a perfect game. (Pause for shocked silence). Interested as to why? Then read on...

[Below] *Once you've picked up the bow, there are numerous special arrows that you can use with it.*



An Uplifting Tune...

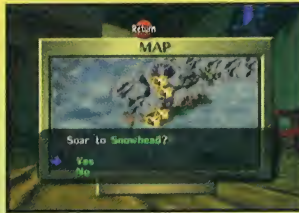
Travelling from place to place can be quite slow if you're on foot and you don't have the rather helpful bunny hood (which makes you fleet of foot and extra bouncy). However, there are other ways to travel! In various locations you discover owl statues, and once they've been found, these can come in very helpful...



Whip out your Ocarina (ooer missus!) and play yourself a jolly little tune...



...known as the 'Song Of Soaring'. This brings up the extremely useful map screen...



...upon which all the owl statues that you've visited are clearly marked.



Choose one, and a huge pair of glowing wings appear from behind Link...



...envelope the plucky little Elven hero and whisk him off into the ether...



...to reappear wherever it was that he fancied going! Voila! Who needs trains, eh?



Bad Moon Falling...

The Legend Of Zelda: Majora's Mask has an awful lot going for it. On the face of it, you might say that it's very difficult to criticise it, because

"The storyline to *Majora's Mask* is far superior to that of the first game..."

there are so many things to praise, and that's actually pretty darn true! Even the time-limit – which at first looks like being a complete downer – isn't too bad once Link's managed to get his sweaty little Elf hands on the Ocarina, and in fact once you've safely accomplished this, you begin to appreciate the initial time limit as a way of creating a nice degree of tension – in what might otherwise be a rather slow start to the game while you'd be finding your feet and trying to figure out

exactly where to go.

Lots of things from the first game seem to have been looked at and either done away with or altered to make them a little more gamer-

friendly. Good examples of this are the gold Skulltulas from *Ocarina Of Time*. Remember them? You had to find all of them (although it wasn't essential to completing the game) only the catch was that they were scattered all over Hyrule and some of them only came out at night – with the result that you'd find yourself plodding through numerous locations in both light and dark because you couldn't be sure that you hadn't missed one of the pesky spider-like things.

Enter the log book. While there aren't any gold Skulltulas this time

[Below] Ugly country eh? Reckon I might've been there once myself! Horrible that was, I'll never forget it... uh oh, flashback!



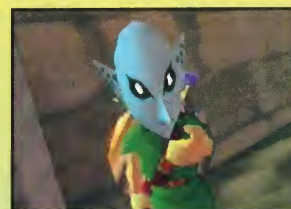
We have to take this detour through ugly country...

All Change!

One of the coolest elements in *Zelda: Majora's Mask* is the use of the masks. Oh sure, there were masks in the first game... but not like these!



Here we see Link. He looks perfectly ordinary, doesn't he? But wait... what's that he's got in his pocket?



Why, it's a Zora Mask! And as Link raises it to his face, some extremely strange things start to happen to the young lad...



In a magical – and frankly rather disturbing – cut sequence, the mask grafts itself to Link's visage...



And before your very eyes he is transformed into a fully-functioning member of the Zora race – gosh!



Oops, I Did It Again!

Every wondered what a moon crashing into a planet looks like? Well if you mess up in this game you get to find out! As the deadline draws close a timer starts counting down and Link's fairy friend starts to get very agitated. Once the timer hits zero it's goodbye Clock Town, and Link gets to watch the whole event taking place before he's engulfed in a wave of fire. Strangely though, he doesn't die, instead he wakes to find himself staring into the face of the strange mask seller, on the morning of the first day...



around (although you get to meet some of their non-gold bigger brothers) there are however a number of different tasks that can only be accomplished at specific times. This

"This is still an absolutely megatastic game!"

might mean a character is only in a certain location for a few hours on the night of the second day for example, or perhaps a door is only

accessible during the morning of the first day – that sort of thing. The log book is

the key to all this. Once you've found it (you do have to find it first – wouldn't do to make things too easy) the log book gives you details and clues as to who you still need to talk to or interact with – and when – and this is extremely handy when you're stuck for what to do next.

[Below] Hurrah! With this mask you can... erm, look like a cow? That's actually quite dangerous in some rural counties...



[Below] On tonight's exciting episode of the 'Time Tunnel', our heroes find themselves stranded in yet another dodgy studio set...



Man In The Ironic Mask

Graphically, this game is very similar to the first (but then we'd expect that, as it's using the same engine) only perhaps a little more polished. But then, since the first game looked fantastic, you can hardly complain. What you can complain about though is the game camera. Now we might be remembering a little unclearly here, but we're fairly sure that there weren't too many problems with the visual angles in the first game. With

[Below] Er... ah. Look, I'm sure there's some way we could sort this out without the need for violence. Can't we just talk about it?



[Below] Aharr! Pirates ahoy! Hard a' Starboard! Shiver me timbers and splice the mainbrace! Repel boarders and stow the ship's cat! Arr!





[Above] The bosses and sub-bosses in *Majora's Mask* are easily as weird as they were in the first game, if not considerably weirder!



[Above] Third down and bottom of the ninth. Robin Hood draws his Long Bow and takes aim... Maid Marian's future rests on this!

Majora's Mask however, the camera can be – to put it mildly – a complete bastard at times. It's not always the case, by any means, but it does seem – particularly in the dungeon sections – that the camera doesn't always present you with the most useful view that perhaps it could. This may well be due to the restrictions imposed by the dimensions of the various rooms, but it nevertheless doesn't help matters and the camera movement doesn't seem to be as intuitive as you would expect.

Still... Got Your Elf!

Controls-wise, though, *Majora's Mask* is second to none. The same system of assigning various weapons and objects to the C Buttons is employed here as in the original, and Link responds extremely well to every button press. Most impressive though is the way that the game doesn't expect you to rely on the controls for any stupidly tricky maneuvers, which could become very frustrating. Anyone who tried climbing up the huge tree during the Summer season in *Banjo-Kazooie* for instance will know that it was incredibly difficult to accomplish – as a result of the controls and the design of the tree – and thus it spoiled the enjoyment of the game somewhat. Because Link leaps automatically however, the annoying problem of timing 3D jumps doesn't crop up and the chances are that any situation which appears to require Astronaut-level dexterity to accomplish actually has a rather more simple solution – if only you'd think about it for a bit. Trying to reach Snowhead Mountain on a narrow path in the teeth of a raging gale is a good example of this...

Gorgeous Gameplay Unmasked!

So overall, improvements seem to have been made. The time limit can be annoying at times, because even though you control time, the fact that tasks reset when you travel back can mean that you get almost all the way through a dungeon, only to run out of

Fly Deku Airways!

Link's feet aren't the only way to travel, not by any means! With the help of the masks there are other methods of transportation too.



Here we see ordinary Link, standing on a perfectly unassuming flower...



Upon donning the appropriate mask, he is magically transformed into Deku Link!



Using his special powers, Deku Link dives down inside the flower he was standing on...



Which fires him up into the air, using the two flowers for propulsion! Ingenious!



[Above] Help! Fire! Heeeelp! Oh... it's okay, the firemen have arrived! Hang on just a second, what kind of scary-assed firemen are those?



Boogie Nuts!

The bosses in this game are just as mad as in the first *Zelda* title. Take Odolwa, for example, the 'Masked Jungle Warrior'. He dances around like a loon and drops spiders from the sky. There's definitely a specific way of killing him, perhaps it has something to do with the bombs that you find around the edges of his arena...



time, have to return to day one, and thus end up having to do the dungeon all over again. Which can be a bit of a pain. And another thing which might disappoint some *Zelda* fans is the size of the game. Say what you want about this one... it's just not as big as *Legend of Zelda: Ocarina Of Time*.

That said, the storyline to *Majora's Mask* is far superior to that of the first game and besides the camera and the occasional annoyance created by the advance of time, the puzzles, quests, objects and characters that you meet in this game make it a more than worthy sequel. The thing is... it's just not really much better than the first game! This isn't through any fault of its own, it's just because the first game was so absolutely stonkingly brilliant that it would take something almost God-like to top it, and while this game is superb, it isn't quite that. Don't get us wrong: this is still an absolutely megastatic game – hence we've awarded it a Gold Medal – but if you're expecting something stupendously different from the first title, then you're not really going to get it. That's NOT a bad thing, by any means, it's just a fact. Of course, having seen two *Zelda* games of this quality, just think what Link's adventures on the Gamecube are going to be like...



2nd Opinion

Rating

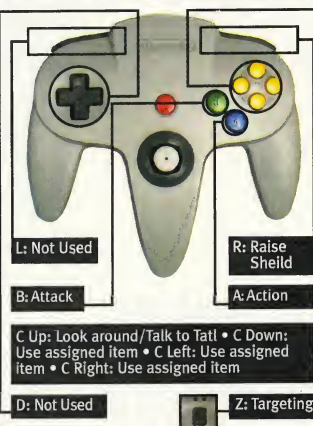


Well, we've waited and waited but at long last, the next *Zelda* game has finally arrived. Has it been worth the wait? You're damn right it has! Although it's not as long as *Ocarina Of Time*, *Majora's Mask* is just as good to play... if not better. Ooh, controversial...

→ Martin Mathers

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Zelda: Ocarina of Time: Nintendo

Reviewed: Issue 21, 96%

Holy Magic Century: Konami

Reviewed: Issue 21, 54%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

95%

Soundbite:

A worthy sequel to *Ocarina of Time*... Don't you dare miss it!

The World Is Not

The man who put the "Oh!" into 007 is back where he belongs... on the N64. Welcome home Mr Bond!



\$64,000 QUESTION

- ⊕ Bond's back!
- ⊕ Plays extremely well
- ⊕ More to do than just shoot
- ⊕ Gorgeous to look at
- ⊕ Great multiplayer
- ⊕ Tough and challenging
- ⊕ Smooth music and speech
- ⊖ A bit rough round the edges
- ⊖ Some levels can be very frustrating

NINFO	
→ PLAYERS	
→ EXPANSION PAK	
→ RUMBLE PAK	
Publisher	EA
Developer	Eurocom
Game Type	Shoot'em-up
Origin	UK
Release	November
Price	£39.99 (TBC)

It has been a very, very, very long wait but finally – and after many people have died holding their breath – Bond has returned to brighten up our beautiful black machine! It has been a long time since *Goldeneye* graced our control pads and nothing else has quite filled that first-person perspective, tuxedo-clad void since! We're not saying there haven't been any great shoot-'em-ups because we all know that there have! *Perfect Dark* gave us just about everything we could have wanted and more from the genre, but what makes all the difference is not what you are shooting at but who is actually doing the shooting. Joanna Dark definitely rocked our world all right, but you know what they say, girls want to have him, men want to be him and, hot damn, do we want to be James Bond!

When we heard, all those months ago now, the news that there was going to be another officially licenced Bond game, it caused quite a stir amongst the *Goldeneye* fans, I can tell you! So you can imagine the excitement when the review copy finally appeared in the office. There was an almost nervous silence as we slipped the cart into the appropriate slot and switched the venerated machine on. And we were not let down! In fact, this was probably one of the nicest surprises we've had in this office since Roy knocked himself out and, when he awoke, began to act all funny, giving handfuls of cash away to everyone he met. We made out like bandits!



Casino Roy-ale

In a news-friendly soundbite: *The World Is Not Enough* is a Bond game that deserves a medal of honour for excellence. From the word go, this game had a lot of doom merchants worrying that it was never going to deliver the goods, because of the absence of Rare and with the huge success of *Perfect Dark* that set a new standard for how a first-person guns-and-guts game should behave. If you actually weigh up the evidence yourself, then you can see just what Eurocom had to overcome...

Firstly, with *Goldeneye* being this 'untouchable' game, a lot of fans would obviously expect any sequel to follow the exact same formula, just

upping the ante by about 100%. Examining the Playstation's *Tomorrow Never Dies* game shows that if the structure is meddled with, the gameplay suffers too. Secondly, *Perfect Dark* kinda already remastered the *Goldeneye* formula so successfully, that it would ultimately be compared to any other Bond titles.

With *TWINE*, Eurocom had to give in to the maxim: 'You can please some of the people some of the time, but not all of the people all the of the time'. Basically Eurocom's finished product is a nice fat two-fingered salute to those who wished to dig the grave before the man was dead. We think you know what we mean! (Er... no, actually – Roy.) If you are after

THE WORLD IS NOT ENOUGH

REVIEWS

64
MAGAZINE

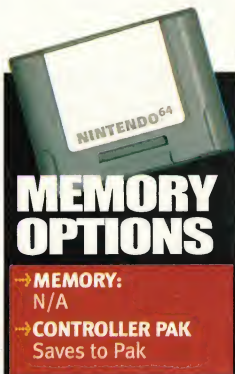


Enough



[Above] The stolen report is the right answer! You're on £8,000 and you've still got all three life-lines! Would you like to phone a friend?

64
MAGAZINE
SIZZLER



MEMORY
OPTIONS

→ MEMORY:
N/A
→ CONTROLLER PAK
Saves to Pak



"TWINE has great music, explosive sound effects and even speech from the characters!"

Deathmatch or Glory

Yes, we know, we haven't mentioned the deathmatch stuff in the review, so we're doing it here and now. Strangely, a lot of people think the success of this Bond game will depend upon its deathmatch options, and if you are looking for something to out-gun *Perfect Dark* you may be just a little disappointed. Apart from the odd new idea, these bouts of friendly fire are mainly on a par with those of *Goldeneye*. Although the deathmatches give you everything you'd expect, there are still some narrow-minded people who'd expect so much more. One good thing that should be pointed out is that while there is nothing too revolutionary on show here, there are plenty of options and settings for you so that you can create your own types of match and, interestingly, the 'good' characters can't be set against one another – presumably one of the conditions written into the licencing deal by MGM to stop loads of spotty adolescents tooling up as Bond and setting out to

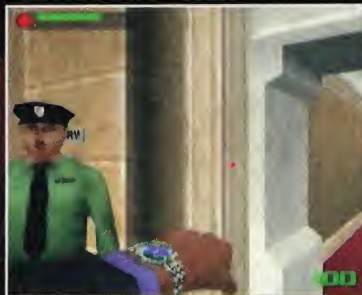
trounce Miss Money Penny, one on one! The environments are great to battle in, and are not just confined to the scenes in the game. Some levels take place in areas Bond has not seen in a while, and others are set in fire-lit caverns. One, and this will be a popular favourite to those of you who adore *Austin Powers*, is even set in a dormant volcano. If you have seen *You Only Live Twice* then you will know exactly what to expect!

These little moments of fun are what brighten up this otherwise predictable deathmatch section. Weapons are plentiful and widely available in all kinds of different types, ranging from tiny handguns, to the kind of thing you'd stick on your shoulder and blow up a juggernaut with! Even if the multiplayer doesn't match up to your expectations (what do you want, blood?) we here at 64 MAGAZINE would rather have an excellent game with a decent deathmatch than a decent game with an above average deathmatch – so there!

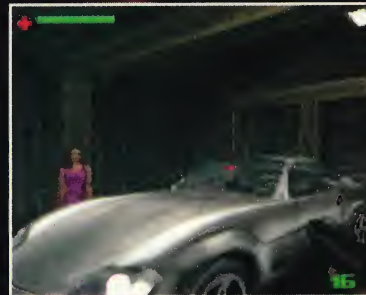


[Above] Come on get up, they're getting away! I don't care if you have been shot, get up off your lazy arse and kill some henchmen!

"Just like Mr Bond himself, this game doesn't disappoint and is packed with all the great stuff that fans will adore!"



[Above] Oi, you! I'm James Bond I am, and I'm considerably richer than you! Look at my watch, it's very expensive, it is!



[Above] What more could you ask for? A beautiful lady, a fast car, and more cool toys than you know what to do with!

another news-friendly soundbite then how about this one: If you loved *Goldeneye*, you're gonna love this! Right – enough of all that type of journalism, on with the review!

From Russell With Love

Possibly the only thing that really ruins this particular Bond game is the lack of polish in presentation. Whereas we have been treated in the past to the familiar image of 007 walking into the sights of an assassin's rifle only for him to spin around and pop a bullet straight into the screen... it doesn't happen here and even the game's title screen lacks imagination. Instead, we have to wade through a number of dull screens listing a whole stream of copyright information! Fine, we may be just being fussy but the scene isn't really being set, and although the game is definitely a winner, it seems a tiny bit rough around the edges. Essentially *TWINE* isn't as immersive as we'd have liked due to its unimaginative presentation.

Although it is predictable and boring to again draw comparisons with *Goldeneye*, if you are going to present a Bond game in the same manner as the aforementioned title then it is only logical that the new game will be measured against Rare's offering. Whilst *Goldeneye* immersed its players in "Top Secret" files containing the objectives of the next mission and the menu screen was actually the wrist-watch Bond wore and contained the game's inventory and vital information, *TWINE* seems to be lacking in this area. Although we are led to believe all the mission information is stored on Bond's mobile phone, there is no actual sense of this, because the game simply pauses and flashes a menu screen that in no way really looks like said item. This does not ruin the gameplay at all, no sir, it just taints the overall feel of the game. Instead of believing you could actually be Bond (if you have that kind of vivid imagination), *TWINE* merely admits to being a game where you pretend to be the top MI6 agent!

Never Say Nicky Again

Just like Mr Bond himself though, this game doesn't disappoint, and is packed with all the great stuff that fans of the franchise will adore. On closer inspection *TWINE* is more akin to *Medal Of Honor* or even to what *Mission: Impossible* tried and failed to be. It sticks remarkably close to the plot of the film, taking only the



Pixel Perfect

Robert Carlyle is the fellow that most of us associate with a movie about a bunch of ugly blokes who decide to take their clothes off in front of a bunch of ugly women (that's *The Full Monty* by the way!) In *TWINE* he is a completely different, very scary character called Renard, the guy who is to pain what *The Black and White Minstrel Show* was to political correctness! Maybe, with this new polygon addition to the Bond family, a new deathmatch game can be born. How about 'Actor's Honours'? They say (apparently) that a good Bond villain should always be a better actor than the guy playing Bond. Well, discover if that really is true! Gather four of your closest friends together, get each of you to choose one of the great British actors who have been included in the game (and don't forget Mr Brosnan), then let them fight it out until all but one of them is dead. Whoever wins is obviously the better actor! The winner gets to make a three hour speech, and is given a really crap trophy from the key-cutters down the road!



[Above] Terrorists! Typical, you wait around for ages to kill one and then three come along at once. I don't know...



[Above] This is bit in *TWINE* the movie was the only interesting thing that ever happened in the Millennium Dome!

odd liberty with the story to ensure great gaming. Each mission is packed with plenty of challenges to satisfy those of us with trigger-happy fingers and each task starts out relatively simply. As the action unfolds though, you can bet your bottom dollar that things are gonna get far more tricky!

Of course, depending on what difficulty setting you are playing, the

lot to see and do. Some tasks require you to race against the clock to defuse a bomb, chase down an escaping villain or even apply some undercover surveillance with spy cameras and phone-tapping equipment. Some levels require more thought and a heavy reliance on stealth to get you through. It might now be

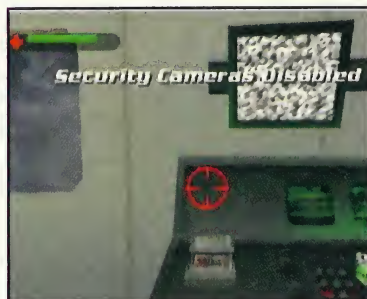
"Fiendishly cunning game design that gives you lots to do and tons to explore!"

stages differ in certain places. An obvious example would be on the first stage at Lachaise's bank. Apart from trying to get in to see the manager himself and escape with a suitcase of money on Secret Agent, on oo Agent, video tapes must be found and destroyed, and you must take care not to kill any of the poor innocent security guards who are only doing their job. There are a wide variety of game styles on offer here and each separate stage gives you a

appropriate to discuss the difficulty of the game which, even on the simpler stages, can be rather harsh...

For Your Alex Only

The World Is Not Enough can be a right tease in some places. Many of the levels are relatively straightforward and providing you can keep track of where you are in whatever particular environment you find



[Above] With the security cameras disabled you can now feel free to roam around and not get caught on film killing people. Handy...



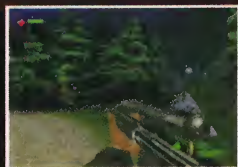
[Above] This is the scene in which Bond swings to safety from an exploding bomb whilst Christmas Jones just looks pretty.



48

[Above] Like in *Goldeneye*, once you've unlocked a mission you can play it as many times as you like to get a better time.

"Looks and sounds better, is more involving and has improved challenges!"



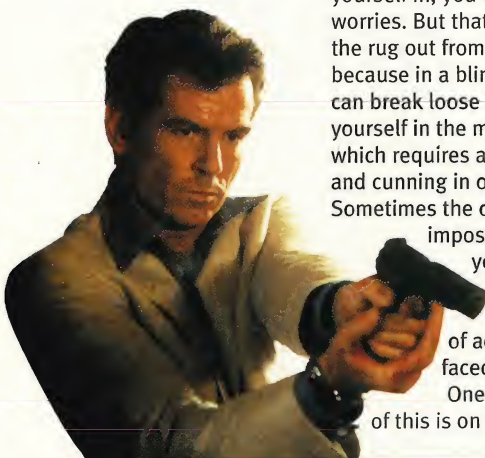
[Above] With the sun right in his eyes James Bond pulls out something to block the light. Unfortunately, it's his secret 007 documents!



[Above] ...look into the dressing room of Denise Richards! It is a wee bit scrambled but I think I can see something! Hang on...



[Above] Bond enters the 'Red Light District' - time to don that fake moustache and pretend you're just looking for directions!



yourself in, you won't really have any worries. But that is where they pull the rug out from underneath you, because in a blink of an eye all hell can break loose and you could find yourself in the middle of a bloodbath which requires all of Bond's tricks and cunning in order to get out alive! Sometimes the odds seem almost

impossibly stacked against you, and it requires a calm, patient mind to tolerate the kind of adversity that you're faced with.

One particular example of this is on the sinking

submarine level towards the end of the game. This level may possibly have you tearing clumps of hair from your skull as you try to navigate your way around the water-logged deathtrap! The layout of the area is exactly the same as in the previous level, however because the submarine is on its end, filled with water, slowly getting hotter and with few air pockets to keep you alive... well, it is not the easiest of tasks to master! Firstly, it is tricky navigating your way around, as it is quite hard to remember exactly which way you are meant to be heading. It is also difficult to move Bond around in all the

directions available. This means using not only left, right, up and down but also the aim functions to twist around to the direction that you want to proceed in.

As a closing level to such a great game, it is not entirely satisfying and quite difficult too - and that's only on Secret Agent level, imagine what it's like on the 00 Agent setting!

Although not entirely necessary, it helps to have seen the film prior to playing the game as the movie gives clues as to how to escape a level alive. One such instance is during the scene at the Russian nuclear bunker where Bond first meets Renard. If you

Thank Q!

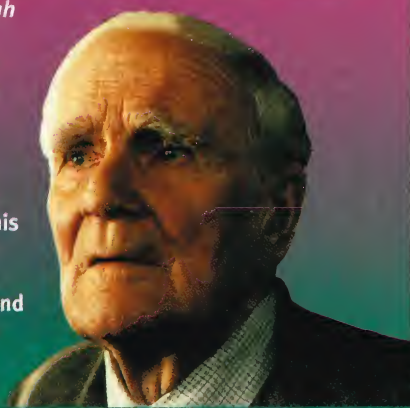
If there is one thing most notably absent in N64's *TWINE*, then that must surely be the fact that Q is hardly mentioned at all. The acidic R (played by John Cleese in the movie) replaces the role left open by the man who made a thousand gadgets. Played by Desmond Llewelyn in 17 of the 19 Bond films, he became as much a staple of the series as the fast cars, beautiful women and snappy one liners!

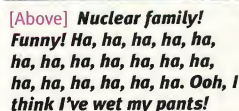
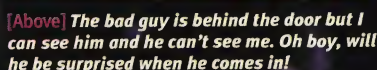
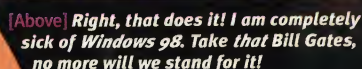
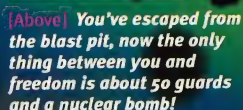
Born 12th of September 1914 in Newport, Wales, Desmond dabbled in acting before joining the 1st

Battalion of Royal Welsh Fusiliers during WW2. During his service he was captured and sent to a Prisoner of War camp in Germany. After the war, Desmond got back into acting and after a piece of good fortune, managed to secure the role of Q when Peter Burton, who played the role in *Dr No*, could not reprise the character in the next Bond installment. It was in *From Russia With Love* when the world first saw Desmond in the guise of Major Geoffery Boothroyd of Q branch. *Bar Live And Let Die*

(in which his character did not appear) Desmond starred as Q in every other Bond with *Licence to Kill* his biggest role and *The World Is Not Enough* being his last! Sadly, Desmond Llewelyn died on December 19 1999 when he was involved in a head-on crash on the A27 in East Sussex. He left behind his wife Pamela, whom he was married to since 1938 and his two sons. His final scene in *TWINE* is all the more poignant due to his death and marks, maybe, an end of an era for Bond. Despite this

his memory lives on, and 64 MAGAZINE raises a glass and toasts a nice warm "Thank Q" to one Mr Desmond Llewelyn!





Okay, each level looks like it has been plucked straight from the celluloid it has been based on. The environment is stunningly recreated and has some really extraordinary visual effects

- AT 420 Sentinel
- Very Very High Damage Rate
- Takes down choppers!

"TWINE is a game that deserves a Medal of Honour for excellence in the face of adversity!"

Something Ri-Ski!

Going skiing this year? If you are, and you happen to be a spy, then you might want to pack a handgun or two, because it seems that every time Bond ventures off to anywhere snow-covered, mayhem follows! This stage is a change from the norm, as you find yourself hurtling downhill, taking out the enemy and blowing up anything that looks at all threatening. It can be a bit hectic at times and the speed is enough to take your breath away! However, if you haven't read the books it might surprise you to know that Bond's parents actually died in an accident in the Alps when he was 12. So why he keeps going back to cold, avalanche-prone places is a real puzzler!



[Above] I'll tell you what - there's an awful lot more room on these submarines than there used to be! Not like in the old days...



[Above] The terrorist's favourite method of transport: the van with the sliding side door, perfect for that drive-by shooting!



[Above] Running around a market with a gun is the best way to deal with all the annoying crowds - a little risky in London though!

thrown in too. As you walk towards the sun, solar flares catch the screen and light filters in through windows. X-ray glasses and night-vision effects are also very convincing. Each area is carefully created to complement the film and also to help invent some intriguing places to stage the action! Small touches that can be used to your advantage also make pleasant diversions during all the crazed gunfire! If you do not want to get pulled into the crossfire of a dozen nasty terrorists then take a shot or two at a barrel of flammable liquid and watch it not only explode gloriously but also notice that the flames spread across the floor. If you are lucky the flames spread right across to another bunch of barrels situated next to a group of bad guys. We think you can guess what

happens next! Another wonderful aspect of *TWINE* is the sound, which is not just confined to the great music and explosive sound effects, but also extends to speech from the characters. Most of the voices are fairly convincing unknown actors doing impressions of the ones from the movie, but R (Q's successor) is actually voiced by the man of mirth himself, John Cleese!

ChandraBall

Was *TWINE* worth the wait? Most definitely, but is it better than *Goldeneye*? Well, yes... and no! It certainly looks and sounds better, is more involving and has improved upon various areas of the previous best-selling Bond title but because it is not presented as well overall it lacks that

essential "more than just a game" atmosphere! Some might complain that since *Goldeneye*'s release all those many years ago, there haven't been any great strides made in the first-person genre, apart from *Perfect Dark*. To those people we say... well, balls to you! If you look at it on a very basic level, those who loved *Goldeneye* will want more of the same and with *TWINE*. They get all that and that little bit extra! It must be said, though, that *TWINE* offers some improvements on the original James Bond shooter, but these aren't to be found in radically different gameplay. As a successor to *Goldeneye*, *TWINE* stands up very well indeed and if you like your games challenging with lots of action it's well worth tracking a copy down! ■

Inspect Your Gadget!

No 'oo' Agent is left to fend for himself in the cold harsh realities of post-Cold War espionage. They will always have some clever gadget at their disposal, ranging from a pen that looks just like a bomb, to a spy camera that is cunningly concealed in a leather wallet. As you can imagine, Bond gets only the best of these quality handmade Q devices and because you are Bond in *TWINE*, (yes, you are!) you get to play with them too. Take a look at some of these babies!



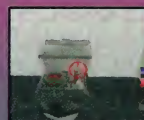
The gadget every pervert wants to have in the home or garden, X-ray specs!

Unfortunately, there are no ladies in sexy lingerie to gawp at, which is a pity, but they are handy for evading the enemy!



Night-vision goggles are very handy indeed, and come in useful when a sniper in

the dark, dark woods decides to take pot-shots at you! Even up those odds with this night-time necessity! Only three month's pay.



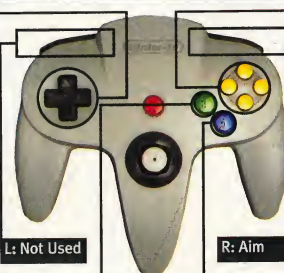
Ever seen *Lethal Weapon 3*, the one with a bomb on the crapper? If you have, then you

know what is awaiting Bond when he ventures into the mens' toilets. With his trusty bomb disposal kit he must defuse the offending item!

64 BOTTOM LINE

MAGAZINE

CONTROLS



L: Not Used

R: Aim

B: Action/Reload

A: Next Weapon

C Up: Jump • C Down: Crouch • C Left: Side step • C Right: Side step •

D: Not Used

Z: Fire

ALTERNATIVES

Goldeneye: Rare

Reviewed: Issue 5, 95%

Perfect Dark: Rare

Reviewed: Issue 41, 98%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

94

Soundbite:

TWINE is everything we expected, and more! Nice one EA...



[Above] Ah, the control room! Now if I can just figure out which is the clutch and which the brake... we'll be home in no time!

[Above] Look at the size of that conning tower! Why is it called a conning tower, anyway? Is it a bit of a 'dodgy geezer'?



[Above] A bit of two-player deathmatch action with some seriously explosive results! The weapons in this game kick ass!



2nd Opinion

Rating



→ Cor blimey Guvn'r, you've got a right good one o' them new-fangled videogames 'ere! Sorry, sorry. Slight split-personality disorder. What can I say? It's bloody great! It's what *Mission Impossible* should have been, only with Bond instead of Ethan!

→ Roy Kimber



Ogre Battle 64: Person of Lordly Caliber

SUPPLIED BY

Planet Distribution
Contact info: 01992 707400

NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	Atlus
Developer	Quest
Game Type	RPG
Origin	US
Release	Out now (import)
Price	£59.99

It's a battle all right... a battle to stay awake!

Okay... according to the RPG fanatics who have played all the previous *Ogre Battle* and other variously named *Ogre* titles, this game is the dog's... er, doodads. They've been waiting for about the past three decades (yes, even before videogames were even invented – they're strange like that) for it to come out and they decided long ago that it was, and is, quite simply the best thing since the bloke who invented bread had a bit of an accident with his hedge-trimmer and ended up chopping his prized loaf into slices. Which is the reason that none of them are

going to be allowed to review it.

You see, while we obviously accept that certain types of people like certain types of games (we'd never make someone who absolutely hated football review a footie title for example) sometimes it's important to get the view of someone who's new to the subject for a more balanced perspective. After all, ask a chain smoker to review cigarettes and he'd give them a rave review (probably), but that doesn't mean that someone who's never tried ciggies is gonna like them, does it? And that's why I've been lumbered with this game.

Don't get me wrong: I went into this review with an open mind,

preparing to be drawn into a mystical world of dragons and ogres and feats of daring do and such-like. After all, although not an RPG 'fan' in any sense of the word I've swashed the odd buckle from time to time and I absolutely loved *Zelda* which is sort-of an RPG, and so I expected some rather nice things from this. Be warned though: it's dull as week-old dishwasher. Really.

It's A Monster!

Okay, in case you think we're being a little unfair, let's take some time out to explain a little about the gameplay before we go back to criticising the game. Our story starts in the long-ago and far-off lands of Zeteginia, where a young lad runs





away from home (well... runs is a bit of an exaggeration, strolls briskly would be more accurate) to join the army. Some brief while later said lad graduates from army college and sets out to find his fortune, save the world from evil and eventually get himself a

sneak who wants nothing more than to bring pain and misery to the land (kind of like a medieval traffic warden). Your choice of personality traits can affect the plot later in the game, so you must make sure you choose wisely!

"This is about as exciting as rolling dice on an empty table"

nice consulting job with the Zeteginia Ministry of Defence.

Before you begin the game proper, you are asked to define a few personal details such as an appropriate name for your character and his various personal qualities. You can choose to be a heroic hero-type character, with a pure soul and a kind heart who always pops home on Sundays to cook a nice hot meal for his mum, or you can be a black-hearted, vile, treacherous, two-faced

This done, the scene shifts to the wild wastelands of Zeteginia where our newly-graduated (with honours) hero joins the army of one of the many border kingdoms in which he hopes to prove his worth as a leader, and all sorts of adventures ensue. Or at least they should...

Zounds! Forsooth!

What actually happens is that you get to watch a few screens of very simple animation which set the story for your

Are You Sitting Comfortably...?

The walking and fighting sections of *Ogre Battle 64* are strung together with a plot of sorts which involves evil, repressive regimes and poor, under-fed peasants. Each story section takes absolutely ages to plod through, but at least there is a story... of sorts!

Long ago, there was a time when strength ruled and evil held the world in its vile clutches...

The age of Zeteginia...

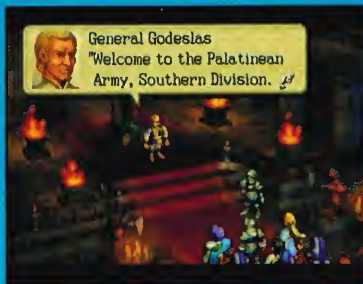
Let's
"I hope you're not as dumb as you look."

Dio
"...Excuse me, who's cute?"

Young Woman
"I heard there's a guy named Royus here."



[Above] Hello... My name is King Bob. I will rule you with an iron fist and then send you off to die in the woods. Have a nice day!



[Above] Okay... so I lied. But with a name like mine, wouldn't you fib about it from time to time? Huh, wouldn't you?

\$64,000 QUESTION

- Looks quite nice
- Lots of cool characters
- The gameplay is fairly linear and a little dull.
- It's very, very boring!

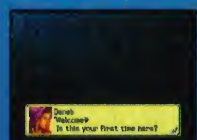
MEMORY OPTIONS

→ MEMORY: N/A

→ CONTROLLER PAK Stores three saved games

Meet The Teacher

One of the most impressive parts of *Ogre Battle 64* is the Tutorial section which is fairly extensive, to say the least! Pretty much every aspect of the gameplay is explained in detail along with illustrated examples. The only catch is that – like the game itself – the whole thing is very long, very drawn out and ultimately really rather boring.



[Below] The low-level soldiers take on the... er, people with big wooden spoons. This'll be a bit of a difficult battle then!



next mission, then you are sent to the map screen. From here you have a choice: travel to the location which is highlighted on the map... er, or quit the game. This is one of the first 'hang on a minute...' moments of the game. For even those who are fairly unfamiliar with RPGs will know that, while they pretty much always revolve around some mystical quest or other, in between quests one of the essential game elements is that you get to wander round the local towns and talk to the tinker, the tailor and the lampshade maker about the 'strange goings on hereabouts'. And yet you can't in this game: why? Well for the answer to that we consulted the RPG-

"A game which will appeal to fans of a very specific genre."

nerds... er, experts. Their answer? Well, apparently *Ogre Battle* isn't just any kind of RPG, oh no... it's a 'Tactical RPG'. This means that essentially what the developer has done is to take the battle-part of RPGing and strip the majority of the 'non-combat' gameplay away from it. Which leaves us with? Well, read on...

Once you've moved the cursor to the correct location, you get another brief 'plot sequence' in which you are shown a smaller map and your mission objectives are explained, and then the battle begins! Starting off at your home base, you get to organise your armies and send them out across the map to find the enemy strongholds. Along the way a variety of nasty creatures and enemy soldiers pop up and mount attacks on you and your units automatically engage them in battle – at which point you win... or you lose. Yup, it's turn-based combat time! Hurrah!

Oh... The Excitement!

Essentially combat can take place without any interference from you. Each side squares off at a corner of the screen and then each force takes turns to attack. Each attack generates a certain number of hit points if it's successful and a unit that loses all its hit points is killed. Basically if you've ever played any of the *Warhammer* dice games then this is the combat system that's used... only you don't actually get to roll a die. The result is strangely unsatisfactory since you have very

little influence over the outcome of the battle (although you can choose to run away) and yet it quickly becomes clear that these combat sequences form the vast majority of the basic gameplay.

Essentially, the real influence you have over the actions of your characters is through the 'Organise Forces' option. This allows you to form new units, transfer soldiers between units, assign new recruits, promote soldiers, equip them with weapons, and set offensive tactics (from a



[Above] This is part of the on-going storyline which you get to watch – assuming you don't drop dead from boredom that is...

choice of four). Once you've sorted all this out (and if you're really serious about it, it'll take you absolutely ages) the combat pretty much looks after itself. Which is great if that's 'your thang'. If, however, your idea of fun is to face down huge monsters with just a joystick and your own reflexes to rely on, then you're going to find this game leaving you strangely empty. Even *Starcraft 64* – which is essentially a strategy game – relies on quick thinking and reflexes in a battle as much as it does forward planning. This is about as exciting as rolling dice on an empty table – slightly more visually attractive perhaps – but no more exciting for all that.

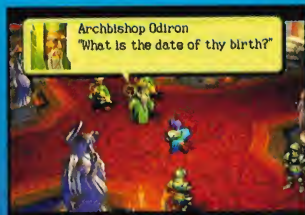
Ogre And Out...

So what conclusions can we draw from all this? Well, essentially *Ogre*



What's In A Name?

At various points in the game you get to enter custom details which may or may not have an influence on future events. You can choose whether your character is cool, heroic or just plain evil...



That's a bit of a personal question that is! You wouldn't ask me that if I was a girl now, would you? Honestly!



If you're feeling a little bored, then giving your central character an amusing name is the only way to go!



Our Flatulus Gallant is apparently one very angry young man! Not someone you'd wanna mess with...



Well you'd offer the Gods lust too if you'd ever seen them – some of those Goddesses are pretty damn hot!



Here you get to pick yourself a name for your growing army. Make sure you chose a name that sounds 'dead hard'.



Why thank you strange old bearded bloke! I'm quite proud of it myself, as it happens! Nice of you to say so, though.



Battle 64 is a game which will appeal to fans of a very specific genre.

Simulation fans won't necessarily like it. RPG fans won't necessarily like it. Arcade fans are probably going to hate it. The kind of person who's going to like this is going to be someone very methodical, who has a lot of patience, and who is obsessed with statistics and with little details but who doesn't really like too much action in their lives. If you're the sort of person who's idea of fun is buying box-loads of little lead figures and spending hours and hours intricately painting them (and we're talking painting them properly – doing the undercoat the day before as per instructions and always washing the brush after each colour) then setting them up on a massive table in your



[Above] Your unit comes up against some strange Ninja dudes, all versed in the ancient form of 'kicking people's shins'.

loft and enacting epic campaigns lasting many months... then this is probably the game for you. In fact it's probably the perfect game for you!

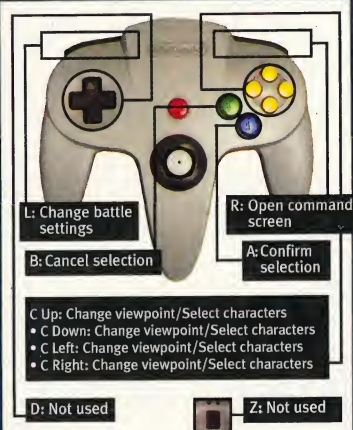
At the end of the day Ogre Battle is not bad... as far as it goes. It does at least deliver everything that it promises... it's just that what this game promises doesn't really amount to very much at all! ■



[Above] Sallie is ready to attack... apparently. Typical girl, always ready to wade in with her fists – not like a bloke!

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Starcraft 64: Nintendo

Reviewed: Issue 42, 95%

Command & Conquer: Nintendo

Reviewed: Issue 30, 90%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

69

Soundbite:

A title that will appeal to a very narrow cross-section of gamers.

2nd Opinion

→ This is by far the best tactical RPG that I have ever played! The Ogre Battle series has always been great and this latest version more than makes up for the huge delay in releasing it. Sorry, I disagree with Roy wholeheartedly. A game to really sink your teeth into!

→ Chandra Nair



Mario

Come on over to my place...



MEMORY OPTIONS

→ **MEMORY:**
Save coins collected and number of mini games opened

→ **CONTROLLER PAK**
N/A

NINFO

→ **PLAYERS**

→ **EXPANSION PAK**

→ **RUMBLE PAK**

Publisher	Nintendo
Developer	Hudson Soft
Game Type	Party
Origin	Japan
Release	Out Now
Price	£39.99

Everyone likes going to a great big party with music, food, drink and plenty of chances to get the boy/girl that you really fancy to join you around the back of the couch for a couple of rounds of tonsil hockey! In most cases though, parties aren't actually like this. They usually consist of someone moving the dinner table to the corner of the room to put the cake and jellies on and then your mother playing her *Stars On 45* medley CD. No-one you even remotely fancy bothers to turn up and the strongest drink in the room is the lime cordial. The end result is total and utter boredom and misery, especially when you discover that up the road there is a better party hosted by the girl who once appeared in the audience for *Top Of The Pops*, and all your best friends have

gone to it! That was the worst 21st birthday I ever had, sob! (Pull yourself together Paul! – Roy) Er... anyway, not all parties have to be full of distress, depression and a strong sense of anti-climax. In fact, some parties can't help but bring a smile to your lips, and *Mario Party 2* is definitely one of them!

I'll Cry If I Want To...

If you have any idea what Mario's first party was like then there is a good chance that you can make a fair

"One of the few titles that invites the whole family to play together"

assumption as to what the main point of this one is. In case all this is new to you however, let's take this opportunity to recap on what makes a *Mario Party*. Set in the lovely world of Mario and friends, four characters are chosen from the many available and they

proceed to move around a board game-style land, playing mini games, winning and losing money and collecting as many stars as possible before the game comes to its natural end. It really doesn't get any more complicated than that.

Each character has traits that give them an advantage or disadvantage in certain parts of the game. There are tons of games to choose from, none of which are that hard to figure

out and thus you can pretty much just jump straight into them. Simplicity and fun are the only major components to this game, and if you have been looking for something tougher to chew on then this really isn't the cart for you, although it's ideal for the younger player.

[Below] As the space ship took off, heading back to its home planet where everything is free, Yoshi was heard to cry "Come Back!"



[Below] You're a star, my friend. The world's at your feet, you can do anything you want, go anywhere and eat as much as you like!



[Below] Welcome to Mario Party World. Entrance is free, but once you get inside the rides are £50 a go and the shops are pricey.



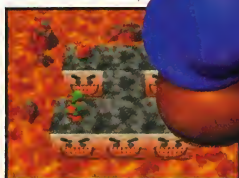
Party 2



Let's Party!

Everything is bright and beautiful here, and nothing within the game is going to really challenge the little grey cells. There are five worlds to play in, ranging from the Wild West to the far reaches of space. Each one has its own unique touches, so no two games are alike. Unlike most games however, *Mario Party 2* tries to bridge the generation gap between the tiny tots and the old fogies of the family. This is one of the few titles out there that invites the whole

[Below] **Remember kids, gambling is not good for the wallet and you'll only end up stealing from banks to feed your habit!**



BE THE PERFECT PARTY HOST!

It's all very well going to someone else's party to abuse their hospitality, by drinking all the punch, eating every last salmon spread sandwich and then rushing off to the toilet because something didn't agree with you, but who has to clean up all the mess afterwards? The host, that's who – and if you want to become the perfect one then follow these simple steps!

ONE

No matter how exclusive the party is and no matter who you've invited, it is imperative that you always let in the gatecrasher who looks like he could break your skull between his thumb and forefinger. If you ignore this advice, you may find that your pet cat will somehow become stuck up your bottom!

TWO

When it comes to food and especially drink, make sure no-one has the opportunity to spike the soft drinks with alcohol. The best way to ensure that this doesn't happen is to simply not serve any food or drink. If this causes a lot of your guests to complain, just punch them in the face!

THREE

Here is a great game to amuse your family. The game is called "Put Your Hand In". Take a bucket from your shed and fill it with anything you find in your bin. Then get guests to try the 'Lucky Dip'!



PAL PERFORMANCE

How does the UK version compare in terms of speed to the import cart?

Borders: Negligible

Speed: No apparent drop in speed



"Nothing within the game is going to really challenge the little grey cells"



MINI GAME ISLAND

Like with the previous *Mario Party*, once you have opened up a mini game when playing for real, the games are left open for you to play later on Mini Game Island to your heart's content. However, the major difference here is that these games can only be replayed if you have the money! The mini game shopkeeper is a giant talking tree, who takes your hard-earned cash in

exchange for more mini challenge fun. The money you spend is what you've collected during your trips to the various board game lands, and it's stored in a bank-like building. You take the money from there and proceed to spend it any way you like. Unfortunately, this new way of accessing the games may be a little too much effort for anyone to bother, but hey, they're there if you need them!



family to get together and play for a while. For that reason alone *Mario Party 2* is worth buying (that is, if you are part of that classic 2.4 children statistic). The games are just challenging enough for the older boys and girls to bother investing any time in, and simple enough for the little ones to grasp and enjoy too.

Having said that, some of the games boggle the mind and leave you asking "What happened there? I thought I was winning and now I'm 100 coins down on the deal!" There are some mini games that feel like proper arcade-style challenges, while some make you wonder what the programmers were smoking when they designed this!

The controls vary according to the game, but are never overly complex. When you find yourself inside a mini game, each one is so simple to grasp that worrying what to press is the last thing on your mind. One minor problem in this respect though is that sometimes the buttons don't seem as responsive as you'd like. No matter how fast the buttons are bashed or how accurately, it seems that at times the characters on screen just don't want to react as quickly as they should, causing quite a bit of frustration in the process.

Celebrate Good Times... Come On!

In one-player mode (you against the computer), despite being able to set the opposition at different levels of difficulty, the actual difference between 'easy' and 'hard' modes isn't that great. In fact, setting it on 'easy' is more than enough challenge anyway. The options within the game are plentiful, allowing you to choose what land you play in, which characters you play against, how hard the game should be and the length of the game, courtesy of the number of turns it comprises.

In many respects, one of the weakest areas of *Mario Party 2* is the board game section itself, especially if you are playing alone. Choosing



how many moves you take, making that move and then waiting until every one else has done the same can be quite a chore, and ensures that there can be no such thing as having a "quick" game of *Mario Party*. Ideally, the game is meant to be played by a group of friends (the magic number – of course – being four).

When four of you decide to gather around your N64, only then does the game really come to life. With four sets of hands bashing buttons or wiggling analogue sticks the game becomes far more enjoyable. When playing it alone there can be a tendency to complain that the game is "rigged" when a computer character – supposedly set on easy – is consistently doing ten times better than you, but of course you can't make this claim when all the other players are human too! (Well, not without sounding like a bit of a big girl's blouse, anyway.)

Snow Is Falling...

Overall the mini games in *Mario Party 2* don't seem quite as much fun as the games from the first title and some (as mentioned above) beggar

[Below] *Mario and friends chant "Easy, easy!" at the top of their voices as the fight starts. No wonder Toad is running away!*





Something strange in your neighbourhood?

Although Horror Land is scary enough (and it scared the hell outta us anyway) there are four more reasons to be fearful of this devilishly creepy area!

Spectres

Although they turn up in every area, these Big Boos can most commonly be found in what seems to be their natural environment. These spooky little beggars will, for a price, steal coins or even stars from an opponent and place his booty in your account. Beware though, because these guys, being ghosts, only come out at night, which brings us nicely on to...

Night and Day

...controlling time! When you (or indeed anyone else on the game board) lands on a certain circle marked with a question mark then in this area night changes to day, or, day changes to night. This not only determines when ghosts appear but also when the magic stones come to life! This phenomenon also takes place naturally after turns.

Wizard Bowser

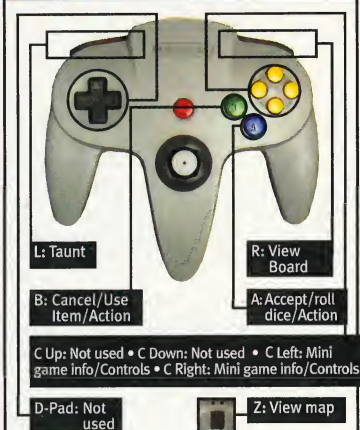
As always, when Bowser appears things do not look good for the rest of you. When a Bowser Bomb is picked up then this means Bowser makes a very unwanted appearance. He rolls the dice and proceeds to march around the board until all his moves run out. In the meantime, anyone he comes across finds themselves suddenly bereft of cash!

Eyeball Bonus

Don't ask us what hovering eyeballs have to do with warping to another place on the board as it seems a bit too odd for even us to fathom. Still, if you want to pay this ocular apparition to beam you elsewhere it will gladly oblige by quickly rolling towards you, forcing you to run away! It eventually disappears and you then find yourself somewhere else on the game board!



64 BOTTOM LINE CONTROLS



ALTERNATIVES

Mario Party: Nintendo
Reviewed: Issue 24, 80%
Chef's Luv Shack: Acclaim
Reviewed: Issue 34, 69%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

80%

Soundbite:

A good game that the whole family can enjoy, which makes a nice change!

belief. The only real difference between this and the previous title is that this one is only slightly less simple to play (if that is possible) and in the process a tiny bit of the fun has been lost. It almost seems that to

improve upon the original they have just made it that little bit more convoluted. *Mario Party 2* is an innocent enough title that opens up the N64 market to people who wouldn't really want to blast away zombies from a first-person perspective or leap from platform to platform in the guise of someone brandishing a magic wand.

The bottom line is that if you already have the first *Mario Party* in your collection, then there really is no need to invest any more cash into this sequel, as they are too

similar to warrant having both and to be honest – the first one is better. Despite this, *Mario Party 2* is still good fun in one-player and even greater fun with friends, but then again, isn't every thing in life? ■

[Below] On this jukebox you'll find all the greatest hits of the last two decades like 'Lady In Red' and 'Pump Up The Volume'!



[Below] Would you follow a strangely-dressed small child into a long, dark tube? I know I wouldn't, but in this game you must!



2nd Opinion

Rating



→ *Mario Party 2* is great fun, like the first game, and a lot of imagination has been put into improving the boards. That said, some of the minigames aren't as enjoyable as they were in the last title, and so I found that I actually preferred the original *Mario Party*! → Roy Kimber

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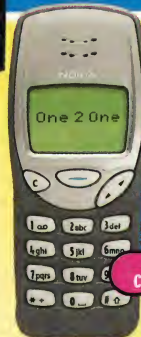
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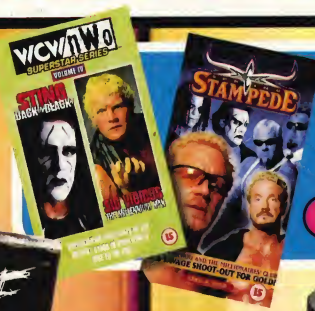
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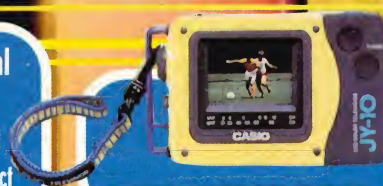
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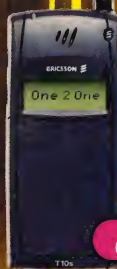
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total Game Boy

64
MAGAZINE

61

EVERYTHING YOU WANTED TO KNOW ABOUT THE GAME BOY COLOR!

Welcome to a special area of 64 MAGAZINE. The following pages have become an enclave of our sister magazine, TOTAL GAME BOY – think of it as a Game Boy Color embassy in N64 country! This means that for the following seven pages, all content comes under the auspices of the best-selling Game Boy magazine on the market. Each issue, this is the place to find all the latest news and reviews on the newest Game Boy Color titles – enjoy!

What It All Means!

The scoring system for TOTAL GAME BOY reviews is fairly similar to the ordinary 64 MAG one, but to avoid any confusion, here's a quick explanation...

NINFO

Link cable	Can you play two-player link-up?
Infrared	Does the game use the infrared facility?
Built in rumble	Some games have their own rumble.
Saves?	Does it save to cart or use a password?
Publisher	The company selling the game.
Developer	The company that wrote the game.
Game Type	What kind of game is it?

\$64,000 QUESTION

✚ The pros and cons of the game summarised for easy access! If you can't be bothered to read the whole review, this gives you a fair idea of the high and low points.

ON SALE NOW!

If you want more Game Boy Color action then look out for the latest issue of TOTAL GAME BOY COLOR, on sale now priced £2.99.

REVIEWED THIS ISSUE!

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- 64 Pokémon Pinball
- 65 Pokémon Trading Card Game
- 66 Thunderbirds
- 67 Batman: Chaos In Gotham
- 68 Inspector Gadget

RATING

Graphics

Is it a visual masterpiece, or a dated pile of poo?

Audio

Plinky-plonky audio garbage, or music to your ears?

RATING

Gameplay

The most important element – is it fun to play, or pants?

Challenge

How long will this game last you?

OVERALL SCORE %

Like our N64 reviews, this isn't an average of the other scores but it is a definitive rating of the game. Anything over 90% is great, 89%-70% good and below 70%... well, it's not the best game on the market, that's for sure!

Soundbite:

If you really can't be bothered – this sums it up in one easy-to-read sentence!

64 Magazine Issue 47 2000

Donkey Kong Country

Monkey Madness! Donkey Kong Country Swings onto Game Boy Color!



"You'll have to be very good to beat this game!"



NINFO

Link cable	Yes
Infra red	Yes
Built in rumble	No
Saves?	To cart
Publisher	Nintendo
Developer	Rare
Game Type	Platform

How do you annoy a monkey? That's right – steal all his bananas! That's what the evil King K Rool has done to *Donkey Kong* and his little pal Diddy. Are they going to stand by and let him get away with it? Hell no!

Donkey Kong was a true classic. Nintendo and the 'platformer' format were both born with this truly prehistoric game, so it's really no surprise that this handheld outing takes us to the same sideways-on, hop, skip and jumping action as its doddering Great-Great Grandad.

What makes *Donkey Kong Country* stand out from the rest of the herd is the outstanding graphical look of it. The rendered, FMV-ish intro (yes, you read that right), the backdrops

and the character animation are all first-class. Whoever managed to squash all the graphical lushness

[Below] Diddy's first driving lesson wasn't without its hairy moments! Surely he's too young to drive that mine cart?



that made the original SNES version so memorable onto the humble Game Boy Color, deserves a lengthy round of deafening applause!

Far from just being a straight port of the SNES version though, the handheld version of *DKC* has had loads of new features added, like a new Game Boy Color-specific level and a host of sub-games, including a manic, barrel-bashing quick-fire round!

Monkey Nuts

All of this makes *DKC* sound like the kind of game that most sane people (and quite a few completely barking ones) would sell their least effective limb for... but wait! *DKC* is fiendishly hard, and riddled with irritating 'style-over-substance' moments: the animation is good,

[Below] The Kongs huddled around the brazier for warmth as every so often Donkey performed the ritual 'fuelling dance'...



but we felt that the level of detail sometimes detracted from what should have been an immensely playable title. In short, you'll have to be very good to beat this game!

Although you might be driven slightly loopy in the process, *DKC* has just enough to keep you coming back until you've finished it. A sterling effort, but some might say it falls just short of the original. **A**



[Below] Donkey and Diddy's holiday in the Alps went badly wrong when they lost their luggage at the airport...



RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

90

Soundbite:

Looks great and those who stick with it will be rewarded!



\$64,000 QUESTION

- Fine and dandy graphics
- Basically the same as the SNES version!
- Pretty darned tricky!
- Rendered menus get annoying

The Jungle Book: Mowgli's Wild Adventure

A platform caper straight out of the big book!

Everyone remembers *The Jungle Book*, don't they? It contains some of best tunes, the best characters and rightly deserves to be a cartoon classic! Those famous characters from the pen of Rudyard Kipling have been everything from cuddly toys to interesting kitchenware items. Now the little lad and his friends are appearing on the Game Boy Color in *Mowgli's Wild Adventure*!

King Of The Swingers

This incarnation of *The Jungle Book* is very loosely based on the actual film, but in actual fact it plays like a whole new adventure. By wandering through the jungle and taking advice from Bagheera or Baloo, you must avoid dangerous animals and pick up various skills. You also have to search for switches to unlock doors that lead to the exit of the level. It's all reasonably basic stuff: Mowgli runs,

jumps and climbs around a maze-like environment, searching for a way out. What makes this game slightly different from some other platformers is that as the little lad progresses from level to level, he picks up special skills that he can use to move on.

"Should earn a place in any hardened platform fan's collection!"

Mowgli can also take his new skills back to search levels which had areas that he couldn't reach before. This, however, does create one of the flaws of the game. To get past a certain number of stages you need to collect some tokens, featuring either Baloo

[Below] When Mowgli was told by Baloo, "Look out for a snake in the grass", he didn't know it was to be taken literally!



or Bagheera. Some of these are very tricky to find and can potentially mean that you have to search the same level over and over to find them! Although this adds more to the longevity to the game it also becomes annoying when you just want to move on to the next challenge.

On the plus side though, the game looks great (especially the amazing FMV intro) and there are plenty of moves to learn. While the music is fairly average, the game certainly isn't, and should earn a place in any hardened platform fan's collection! ■

[Below] The foolish child took no notice of the legend and sure enough, he stumbled upon a tree touched by the Blair Witch!



[Above] Ah! The touching tale of one boy's love for his panther! Unfortunately, this panther ended up eating the boy. Shame!

NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	Password
Publisher	Ubi Soft
Developer	Ubi Soft
Game Type	Platform

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

86

Soundbite:
Classy platform action based on a classic animated film!



\$64,000 QUESTION

- Very pretty indeed!
- Plenty of moves and loads of variety
- Strategy gets in the way
- Sometimes very repetitive

Pokémon Pinball

Pikachu's a flippin' pinball wizard!



[Below] This is the 'Red Field'. It looks much more like a red pinball table to us – but who are we to argue? The Japanese! Sa kaaky!



[Below] If I'd known Pokémon were this valuable, I'd have got into the craze much sooner. There's dash to be made!

NINFO

Link cable	No
Infra red	No
Built in rumble	Yes
Saves?	To Cart
Publisher	Nintendo
Developer	Nintendo
Game Type	Pinball

When your parents were insecure, spot-ridden teenagers, there really was only one 'arcade' game to lean against down at the local coffee bar. *No Silent Scope 2* or *House of the Dead* for them – oh no. Your wisened elders made do with watching, in hushed admiration, as the local flash git spent his Brylcreem allowance on the tilting table, racking up quite obscene amounts of points as he did so.

The Teddy Boy's game of choice (ask your Dad) has now leapt into the 21st Century in the cute, portable form of *Pokémon Pinball* on the Game Boy Color. The game offers you a choice of two tables, or 'fields' as they are bizarrely named. You then, basically, er, play pinball, and catch the little critters by hitting targets around the table. A further option is to play in Map Mode, where the rarity (and difficulty) of the Pokémon you're trying to catch increases with each place you visit.

"The sheer simplicity of the game makes it fiendishly addictive!"

They Call Him Flipper...

The game is actually very easy to pick up and play, the graphics are unspectacular – but this *is* a pinball game, not *Perfect Dark* after all – and the sheer simplicity of the gameplay makes it fiendishly addictive.

The only minor fault I had was that, of the two tables, I found it much easier to score masses of points on the Blue one, while the Red seemed

to take ages to get the points rolling. Also, the table is shown over two screens – top and bottom – switching between the two to follow your ball around. While this switch is almost instantaneous, it can cause you to lose track of the ball if it's flying along at great speed. Once you've got the hang of this minor feature, though, you'll be hooked for hours! ■

[Below] You know you're playing pinball when there's that many points available! There'll be no room left on the screen soon!



RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

80

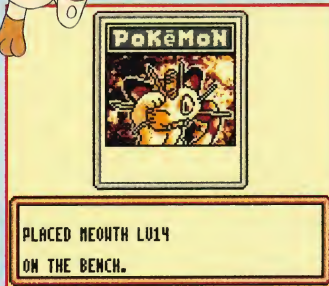
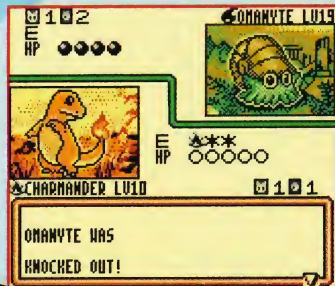
Soundbite:
Simple, addictive, playable fun!



\$64,000 QUESTION

- Easy to pick up and play
- Addictive gameplay
- Graphics clear and simple
- Split-screen takes some getting used to

[Below] Ain't Pikachu just the sweetest thing? Don't you just want to take him home in your pocket? Altogether... NO!



Pokémon Trading Card Game

Pokémon in 64-bit magic card trick phenomenon!

Let me to put my cards on the table. I really don't like *Pokémon* at all. It may sound shocking but it's true. I've had about enough of this current 'trend' to last me a lifetime. Unfortunately, what makes this revelation all the more shocking is that when I had to review this game, I found that I really enjoyed it. Oh my God! I've been sucked in! Help! To be honest, when we heard that there was going to be a *Magic: The Gathering*-style trading card game for the Game Boy Color, I wasn't too impressed. Until I actually played it!

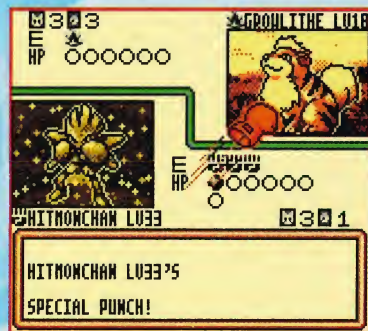
Snap!

If you are a fan of either *Pokémon* or indeed any of the various trading card games, then this GBC title will be right up your street. *Pokémon Trading Card* mixes both card combat strategy and RPG adventure to make a very satisfying game. You meet and greet various characters who challenge you to battles, upon winning these duels you gain extra

cards and stronger characters so that you can, hopefully, one day become the best *Pokémon* Card Master Guy in the whole world!

The whole adventure can be very daunting at first, as there is a lot to do and a lot to learn. The actual fighting part of it can also be quite dull and frustrating at times. Having said that, the game is probably only really aimed at *Magic* card player

[Below] This is a very difficult move. It's the famed 'Throwing A Boxing Glove Across The Room At Your Opponent's Face' technique!



types or *Pokémon* fanatics, who will persevere with this kind of gameplay. Then again, that's still about a billion

"You may be sucked in by the addictive gameplay"

people who are going to want this title! For anyone else however, you may be sucked in by the addictive gameplay and challenges that await you if you are brave enough to buy this card (maybe you could slip it behind a copy of *Zelda*) ■



NINFO

Link cable	Yes
Infra red	Yes
Built in rumble	No
Saves?	To cart
Publisher	Nintendo
Developer	Nintendo
Game Type	Strategy card game



\$64,000 QUESTION

- + Plenty of grey matter needed
- + Has some lovely *Pokémon* elements
- + Tons to collect and loads to explore
- Very repetitive



RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

86

Soundbite:

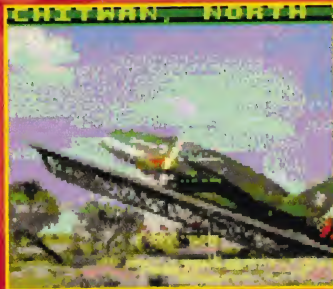
Not to everyone's taste but give it a go - you might be surprised!

"Thunderbirds is a darn good game!"

[Below] *Thunderbird 2* can fly... er, but not very high apparently, because it can't seem to pass over walls!



[Above] *Thunderbird 1* stops to refuel – and gets ambushed by a nasty... er, 'fireball' tank! Fly away you daft puppet pilot!



Thunderbirds

FAB On The GBC, Scott!



[Above] *Under the sea... under the sea!* Darling it's better, down where it's wetter, take it from me! (I really liked that movie!)

NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	Password
Publisher	SCI
Developer	Pukka Games
Game Type	Rescue 'em -up!

If you're under the age of about 18, then you probably associate Gerry Anderson with glossy sci-fi spectaculars like *Space Precinct* and *Farscape*. If you're older than that however, then you're more likely to remember him for a range of top puppets-on-strings adventure series', like *Stingray*, *Captain Scarlet* and, of course... *Thunderbirds*. Now the classic show is making a comeback, *Thunderbirds* mania is sweeping the country and the Game Boy Color is yet one more victim.

Not that this is a bad thing, oh no. *Thunderbirds* is a darn good game, and whether you're a fan of string-controlled puppet drama or not, you're going to like this involving new title.

For those of you unfamiliar with the *Thunderbirds* TV series, it's all about an organisation called International Rescue, which uses advanced technology and a number of impressive aircraft and vehicles to solve various problems – basically they're like the Air Ambulance crossed with Mountain Rescue, only with much better kit!

Calling International Rescue!

The gameplay is divided up into distinct sections, each of which involves a different *Thunderbirds* craft and a different gameplay style. So you get sideways-scrolling shoot-'em-up levels, vertically-scrolling pick-'em-up levels, top-down exploration levels and even a *Spy Hunter*-style racing section! Each craft has a specific training level to get you used to the handling and playing style of the vehicles (six in all) and throughout the game various *Thunderbirds* characters pop up to offer advice, and useful insider information.

Thunderbirds is incredibly well designed and great fun, the different gameplay styles providing a ton of variety. The sound too is superb, with a very nice version of the *Thunderbirds* theme being amongst the many tunes. The only real criticisms would be that there are far too many interruptions by the characters – although these can be ignored – and the password system looks nice but is a little impractical,

as it requires you to write down descriptions of the different symbols rather than just a code. All in all though, a very playable game and a must for all fans of the series! ■



RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

90

Soundbite:

An absolutley FAB Game Boy Color title! Well done, Pukka Games!



\$64,000 QUESTION

- ➕ Variety of gameplay styles
- ➕ Niceley detailed graphics
- ➖ The passwords system's a bit of a pain
- ➖ Too many interruptions!

The New Batman Adventure: Chaos in Gotham

Holy Tights Batman! It's all gone off in Gotham!

Typical isn't it? You wait for ages for another *Batman* game and then two come along at once! It's just like waiting for a bus, except with videogames you don't have to wait for hours in the rain, and in the end you won't get done for fare-dodging!

This version of *Batman* is far more traditional than last issue's offering, borrowing the mood from the movies and staying closer in

"Once again, the gameplay is really quite limited"

spirit to the original comic strips! Compared to *Batman Of The Future* on the Game Boy Color, *Batman: Chaos in Gotham* is a rather massive improvement!

[Below] Hey Mr Freeze, chill out! It's n-ice to see you! Come on everybody: F'reeze a jolly good fellow... (Enough! - Roy)



Batman Forever!

It seems something is afoot in the fair town of Gotham, which isn't very surprising considering that the town has seen more violence, panic and destruction than both of the World Wars put together!

Once again, the gameplay is fairly limited (although this one does throw in some driving and flying sections) but the platform elements are reasonably playable and this

Batman game has more interesting gameplay. You have a whole host of moves and weapons at your beck and call and there are plenty of environments to use them in!

The game looks good, but

[Below] Batman is on the warpath again because of all the evil forces that threaten to destroy his fair city - what a hero!



Batman can be quite tricky to control. OK, he's a maverick, but that doesn't mean he has to handle like one. Jumping is the main crime here as crossing giant gaps can be quite difficult, and can often spell doom if a false move is made. If you are a *Batman* fan, then we would suggest this as the game to play, as it offers much more in nearly every department than its futuristic counterpart. Not really all that bad, but nothing totally amazing either. Sorry! ■

[Below] Send your entries marked "What the hell is Batman fighting?" to the usual address. The winner will be laughed at.



[Above] Is it a bird, is it a plane? No! It's Superman... hang on! Actually, that's *Batman* - flying through the sky? I'm very confused!

NINFO

Link cable	No
Infra red	Yes
Built in rumble	No
Saves?	Password
Publisher	UBI Soft
Developer	Digital Eclipse
Game Type	Beat 'em up



\$64,000 QUESTION

- ⊕ Not bad lookin'
- ⊕ Simple enough
- ⊖ A bit dull
- ⊖ Bit plain, could do with being spiced up a bit!



RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

79

Soundbite:

The better of the two *Batman* games out at the moment!

Inspector Gadget

Go Go Platform-Hopping Action!



A Policeman's lot is not a happy one, or so the saying goes. Avalanches of paperwork, cumbersome headgear and the constant threat of being asked the time by weird old ladies are just a few of the perils faced daily by the noble Plod. It seems, however – if *Inspector Gadget* on the Game Boy

“the central characters are fantastically well animated.”

Color is anything to go by – that the British Bobby's Yank cousins have a somewhat tougher time of it. Apparently, super-villain Dr Claw is breeding man-eating cacti at a secret island factory, so it's top cop Gadget's job to stop everyone from becoming plant food!

The game itself is pretty standard fare: a run-of-the-mill side-scrolling platformer, with little in the way of original gameplay. This is more than made up for though, by the great graphics. All of the environments are extremely detailed and pretty darned gorgeous, and the central characters (Gadget, Penny and Brains) are fantastically well animated.

Go Go Gadget Game Boy!

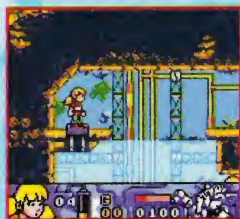
To succeed in *Inspector Gadget*, you must use all three characters' special skills. Gadget is the strongest, equipped with a mallet in his hat with which to strike his foes. Penny is the computer whiz, can swim underwater and is handy for solving puzzles at the end of each level. Brain the dog is the most useful character, as he is able to leap great distances.

So, if it looks great, the levels are

detailed, and it's faithful to the cartoon, it's a great game, right? Well... yes. And no.

The main problem with this game is that there seem to be loads of blind leaps of faith needed, which, when they go wrong – and in the later levels, that's a lot – are darned annoying. Another problem is collision detection. For most attacks, you've got to practically line the sprites up with a set-square to get a successful strike in. The end result is a game which is tough mainly due to irritating

level design, rather than complex gameplay, which is a shame. ■



[Below] *The inspector knew he had a good chance of victory at the annual 'Cartoon Character Pogo Olympics'.*



[Below] *Four days after his ship sank in high seas, Gadget finally spotted the shore, and was promptly killed by a jellyfish.*



NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	Password
Publisher	UBI Soft
Developer	RFX Interactive
Game Type	Platform



\$64,000 QUESTION

- Gorgeous graphics
- Good use of the cartoon characters
- Very repetitive
- Dodgy collision detection

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

85

Soundbite:

A good game marred by a few flaws

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Cyber Tiger	Jet Force Gemini	Perfect Dark	Space Dynamos	WCW Series
Duke Nukem Series	K. Griffey Jr Slugfest	Perfect Striker	Space Station	Winback: Covert Ops
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ECW Hardcore Revol.	Knifed Edge	Pokemon Snap	Star Wars: R. Squad.	World Cup '98
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	K. Bryant: NBA Court. Pow.	Premier Manager 64	Super Mario	WWF Series
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Scorezone

70

Back once again is Scorezone, a meeting place for all of you who have something to prove. Things have been slow recently in both volume and variety, but with all the new stuff pouring out onto shop shelves there are plenty of new challenges for some of you to rise to, and then for others to try and beat. You know how it works, so grab your best times/achievements/scores, post them our way and there might be something in it for you! The lucky guy this month is David McKinnie who has supplied us with more scores for *Track and Field Summer Games*. It's all very well filling out the old favourites but we'd like to see some more 'new kids on the block' - there, you've been told!

New Games Needed!

Well, *Mario Tennis* is the game we'd most like to see arrive on these hallowed pages but as we get closer to end of the year there's a whole host of new games for you to get ridiculously good at! Maybe *Duck Dodgers* is something you'd like to investigate or possibly even *Brunswick Bowling* (oh lordy!) is more up your alley? Geddit? Oh forget it! Either way, surprise us!

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Bournemouth BH1 2JS
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Legend Of Zelda

BIGGEST FISH

24 Pounds Harris Shackleton, Halifax
24 Pounds Matthew Thompson, Cooknam
24 Pounds Gareth Haynes, Droitwich
23 Pounds Leigh Maddox, Cheshunt
23 Pounds David Park, Hebburn

MARATHON RACE

1:02 Philip Longhurst, Sudbury
1:02 David Ryan, Derby
1:04 Karl Jobst, Australia
1:03 Mark Nicol, Western Australia
1:06 Matthys ten Ham, The Netherlands

HORSE RACE

0:46 Mark Nicol, Western Australia
0:46 Michael Tokarz, New South Wales

0:46 David Ryan, Derby
0:47 Matthys ten Ham, The Netherlands
0:47 Philip Longhurst, Sudbury

HORSEBACK ARCHERY

2000 points Mark Nicol, Western Australia
2000 points Matthys ten Ham, Netherlands
2000 points Christopher Ryan, Derby
2000 points David Ryan, Derby
2000 points Jan-Erik Spangberg, Sweden

GRAVEYARD RACE

0:50 Stephen Hill, Kent
0:52 Karl Jobst, Australia
0:53 David Ryan, Derby
0:56 Darren Harris, Birmingham
0:58 Tammy Harris, Birmingham

Quake II

CENTRAL COMPLEX

1:45 Darren Harris, Birmingham
1:51 Alexander Cook, Leeds
1:56 Thomas Munn, Leicester

COMMUNICATIONS CENTRE

0:47 Darren Harris, Birmingham
0:58 Thomas Munn, Leicester
0:59 Alexander Cook, Leeds

INTELLIGENCE CENTRE

1:33 Darren Harris, Birmingham
1:37 Alexander Cook, Leeds
1:40 Thomas Munn, Leicester

STROGG OUTPOST

0:33 Darren Harris, Birmingham
0:40 Alexander Cook, Leeds
0:45 Thomas Munn, Leicester

Mischief Makers

53 yellow gems Luke Kemp, Sevenoaks
52 yellow gems Luke Sutton, Australia

Extreme G

CITY 1

1:45:65 Ian Lawlor, Churwell
2:02:98 Jon Burrows, Queensland
2:03:91 Sam Doyle, Glossop
2:05:81 Michael Williams, Exeter
2:08:73 Joe Young, Bickerton

CITY 2

3:07:66 Jon Burrows, Queensland

CITY 3

1:58:36 Jon Burrows, Queensland

DESERT 1

1:59:60 Ian Lawlor, Churwell
2:00:95 Jon Burrows, Queensland

DESERT 2

1:54:70 Jon Burrows, Queensland

DESERT 3

2:27:18 Jon Burrows, Queensland

SPACE STATION 1

1:44:58 Ian Lawlor, Churwell
2:06:30 Jon Burrows, Queensland

SPACE STATION 2

2:15:95 Jon Burrows, Queensland

SPACE STATION 3

2:49:41 Jon Burrows, Queensland

Perfect Dark

DATADYNE CENTRAL

0:36 Arif Mollah, Lancashire

DATADYNE RESEARCH

1:36 Arif Mollah, Lancashire

DATADYNE CENTRAL

1:24 Arif Mollah, Lancashire

CARRINGTON VILLA

1:24 Arif Mollah, Lancashire

CHICAGO

0:20 Arif Mollah, Lancashire

G5 BUILDING

1:06 Arif Mollah, Lancashire

AREA 51: INFILTRATION

1:41 Arif Mollah, Lancashire

AREA 51: RESCUE

1:54 Arif Mollah, Lancashire

AREA 51: ESCAPE

2:59 Arif Mollah, Lancashire

AIR BASE

1:46 Arif Mollah, Lancashire

AIR FORCE ONE

1:06 Arif Mollah, Lancashire

CRASH SITE

1:54 Arif Mollah, Lancashire

PELAGIC 2

1:28 Arif Mollah, Lancashire

DEEP SEA

4:01 Arif Mollah, Lancashire

CARRINGTON INSTITUTE

1:06 Arif Mollah, Lancashire

ATTACK SHIP

2:59 Arif Mollah, Lancashire

SKEEDAR RUINS

1:48 Arif Mollah, Lancashire

MR B'S REVENGE

1:57 Arif Mollah, Lancashire

MAIAN SOS

2:32 Arif Mollah, Lancashire

WAR

0:36 Arif Mollah, Lancashire

THE DUEL

0:04 Arif Mollah, Lancashire

Jetpac Arcade Game

661910 James Eyre, Leicester

660760 Thomas Pooley, Surrey

655360 Jeffery Van der Aa, Netherlands

50650 Trent Green, Australia

31060 Anthony Hooley, Breaston

21040 Neil Leonard, Fleet

International Track & Field: Summer games

POLE VAULT

6.48m, David McKinnie, Cambridgeshire

100M SPRINT

00:09:64 secs, David McKinnie, Cambridgeshire

110M HURDLES

00:13:10 secs, David McKinnie, Cambridgeshire

LONG JUMP

9.19m, David McKinnie, Cambridgeshire

TRIPLE JUMP

18.72m, David McKinnie, Cambridgeshire

JAVELIN THROW

105.84m, David McKinnie, Cambridgeshire

HAMMER THROW

100.93m, David McKinnie, Cambridgeshire

HIGH JUMP

2.54m, David McKinnie, Cambridgeshire

100M FREESTYLE

00:49:69 secs, David McKinnie, Cambridgeshire

100M BREASTSTROKE

01:02:12 secs, David McKinnie, Cambridgeshire

VAULT

9.97 pts, David McKinnie, Cambridgeshire

HORIZONTAL BAR

9.95 pts, David McKinnie, Cambridgeshire

WEIGHT LIFTING

252.5 kg, David McKinnie, Cambridgeshire

TRAP SHOOTING

204 pts, David McKinnie, Cambridgeshire

CHAMPIONSHIP

10123 pts, David McKinnie, Cambridgeshire

Donkey Kong 64

RAMBI ARENA

216 Sean Matthews, Paisley

212 Kris Christopher, Maestey

202 James Eyre, Leicester

202 Chris Webb, Gloucester

198 Karl Jobst, Australia

365 Sean Matthews, Paisley

345 Karl Jobst, Australia

255 James Eyre, Leicester

250 Anthony Hooley, Breaston

250 Chris Webb, Gloucester

JETPAC ARCADE GAME

661910 James Eyre, Leicester

655360 Jeffery Van der Aa, Netherlands

50650 Trent Green, Australia

31060 Anthony Hooley, Breaston

DONKEY KONG ARCADE GAME

52900 Yiannis Zavros, Cyprus

52400 Chris Webb, Gloucester

30600 John Lambregts, Holland

30500 James Eyre, Leicester

19100 Jeffery Van der Aa, Netherlands

Chameleon Twist

JUNGLE LAND

03:11 Luke Sutton, South Australia

03:15 Robert Gallagher, Southampton

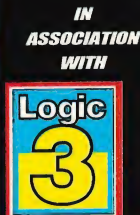
03:25 Zack King, Surrey

04:50 Jeffery Van Der Aa, The Netherlands

09:27 Robert Gallagher, Southampton

ANT LAND

09:27 Robert Gallagher, Southampton



SCOREZONE

64

Goldeneye

FACILITY - 00 LEVEL!

0:38 Arif Mollah, Lancashire
0:48 David Ryan, Derby
0:51 Arif Mollah, Rochdale
0:55 Jon Burrows, Queensland
0:56 Richard Dunn, New Leake
0:57 Ben Kitchen, Australia

BYELOWRYE DAM

0:47 Arif Mollah, Lancashire
0:52 David and Christopher Ryan, Derby
0:53 Arif Mollah, Rochdale
0:53 James Eyre, Leicester
0:53 Jon Payne, Derby
0:53 Timothy Darling, Kent

FACILITY

0:39 David Ryan, Derby
0:40 Jon Burrows, Queensland
0:44 Luke Sutton, South Australia
0:45 Richard Dunn, New Leake
0:45 Arif Mollah, Rochdale
0:51 James Eyre, Leicester

RUNWAY

0:21 Arif Mollah, Lancashire
0:22 Zak Brown, Australia
0:23 Jon Burrows, Queensland
0:24 Karl Jobst, Australia
0:24 Michael Williams, Exeter
0:24 David Ryan, Derby

SURFACE 1

0:52 Arif Mollah, Lancashire
0:57 Jon Burrows, Queensland
1:01 Magnus Smith, Burra Isle
1:02 David Ryan, Derby
1:04 Arif Mollah, Rochdale
1:06 Luke Sutton, South Australia

BUNKER 1

0:16 Arif Mollah, Lancashire
0:17 David Ryan, Derby
0:19 Jon Burrows, Queensland
0:19 Chris Stuart, Peterhead
0:19 Arif Mollah, Rochdale
0:19 Karl Jobst, Australia

LAUNCH SILO

0:49 Arif Mollah, Lancashire
1:02 David Ryan, Derby
1:06 Arif Mollah, Rochdale
1:06 James Eyre, Leicester
1:08 Ben Kitchen, Australia
1:09 Luke Sutton, South Australia

FRIGATE

0:23 Arif Mollah, Lancashire
0:24 Jon Burrows, Queensland
0:25 Magnus Smith, Burra Isle
0:31 Karl Jobst, Australia
0:31 Matthys ten Ham, The Netherlands
0:32 Stephen Hill, Maidstone

SURFACE 2

0:54 Arif Mollah, Lancashire
0:54 Jon Burrows, Queensland
0:56 Karl Jobst, Australia
0:57 Danny Dunn, New Leake
0:57 Sam Doyle, Glossop
0:57 Matthys ten Ham, The Netherlands

BUNKER 2

0:20 Arif Mollah, Lancashire
0:20 David Ryan, Derby
0:22 Arif Mollah, Rochdale
0:23 Luke Sutton, South Australia
0:24 Christopher Ryan, Derby
0:25 Jon Burrows, Queensland

STATUE PARK

2:22 Arif Mollah, Lancashire
2:30 Jon Burrows, Queensland
2:33 Karl Jobst, Australia

2:37 Matthys ten Ham, The Netherlands
2:38 Danny Dunn, New Leake
2:38 Arif Mollah, Rochdale

MILITARY ARCHIVES

0:16 Arif Mollah, Lancashire
0:16 David Ryan, Derby
0:16 Jon Burrows, Queensland
0:17 Chris Stuart, Peterhead
0:17 Arif Mollah, Rochdale
0:17 Christopher Ryan, Derby

STREETS

1:08 Arif Mollah, Lancashire
1:00 Zak Brown, Australia
1:12 Jon Burrows, Queensland
1:14 Danny Dunn, New Leake
1:16 Karl Jobst, Australia
1:17 Matthys ten Ham, The Netherlands

DEPOT

0:22 Arif Mollah, Lancashire
0:22 David Ryan, Derby
0:22 Jon Burrows, Queensland
0:23 Chris Stuart, Peterhead
0:23 Arif Mollah, Rochdale
0:23 Luke Sutton, South Australia

TRAIN

1:04 Arif Mollah, Rochdale
1:21 Jon Burrows, Queensland
1:25 Luke Sutton, South Australia
1:25 James Eyre, Leicester
1:26 Matthys ten Ham, The Netherlands

JUNGLE

1:02 Arif Mollah, Lancashire
1:02 Karl Jobst, Australia
1:05 Jon Burrows, Queensland
1:06 Karl Jobst, Australia
1:07 Matthys ten Ham, The Netherlands
1:07 Arif Mollah, Rochdale

CONTROL CENTRE

3:39 Arif Mollah, Lancashire
3:40 Jon Burrows, Queensland
3:43 James Eyre, Leicester
3:51 Arif Mollah, Rochdale
3:52 Richard Dunn, New Leake
4:20 Karl Jobst, Australia

WATER CAVERNS

1:00 Arif Mollah, Lancashire
1:04 David Ryan, Derby
1:05 Jon Burrows, Queensland
1:06 Matthys ten Ham, The Netherlands
1:06 Arif Mollah, Rochdale
1:07 Karl Jobst, Australia

CRADLE

0:39 Arif Mollah, Lancashire
0:40 Jon Burrows, Queensland
0:42 Karl Jobst, Australia
0:42 Matthys ten Ham, The Netherlands
0:45 Karl Jobst, Australia
0:46 Stephen Hill, Maidstone

AZTEC COMPLEX

1:07 Arif Mollah, Lancashire
1:08 David Ryan, Derby
1:10 Chris Stuart, Peterhead
1:16 Jon Burrows, Queensland
1:18 Arif Mollah, Rochdale
1:18 James Eyre, Leicester

EGYPTIAN TEMPLE

0:48 Arif Mollah, Lancashire
0:49 David Ryan, Derby
0:50 Jon Burrows, Queensland
0:54 Arif Mollah, Rochdale
0:55 Karl Jobst, Australia
0:55 Matthys ten Ham, The Netherlands
0:56 Martin Hurley, St Helens

Diddy Kong Racing

ANCIENT LAKE

00:32:21 Stacy Needham, Bicester
00:37:11 Keith Boiston, Felling
00:42:03 Adam Charlton, Buckden
00:42:10 Rob Pierce, Salisbury
00:42:54 Stephen Henderson, Upminster

FOSSIL CANYON

00:58:26 Stacy Needham, Bicester
01:04:03 Keith Boiston, Felling
01:04:62 James Eyre, Leicester
01:05:00 Adam Charlton, Buckden
01:10:00 Arthur van Dalen, Netherlands

JUNGLE FALLS

00:41:51 Stacy Needham, Bicester
00:41:53 Adam Charlton, Buckden
00:42:60 Keith Boiston, Felling
00:45:66 Arthur van Dalen, Netherlands
00:47:13 Richard Dunn, Boston

TREASURE CAVES

00:42:20 Keith Boiston, Felling
00:44:75 Adam Charlton, Buckden
00:47:71 Arthur van Dalen, Netherlands
00:49:06 Richard Dunn, Boston
00:49:31 Thomas Ferrari, Norfolk

WHALE BAY

00:53:01 Keith Boiston, Felling
00:56:75 James Eyre, Leicestershire
00:57:06 Rob Pierce, Salisbury
00:59:63 Danny Dunn, New Leake
01:02:11 Raymond Burton, Stockbridge

PIRATE LAGOON

01:01:23 Keith Boiston, Felling
01:04:36 Rob Pierce, Salisbury
01:05:73 Jan-Erik Spangberg, Sweden
01:11:35 Jon Quarrie, Stapleford
01:11:85 Darren Harris, Birmingham

WINDMILL PLAINS

01:33:18 Keith Boiston, Felling
01:35:45 Adam Charlton, Buckden
01:45:93 Richard Dunn, Boston
01:47:56 Darren Harris, Birmingham
01:49:36 Jan-Erik Spangberg, Sweden

CRESCENT ISLAND

01:07:45 Keith Boiston, Felling
01:11:40 Adam Charlton, Buckden
01:14:31 Richard Dunn, Boston
01:17:43 Jan-Erik Spangberg, Sweden
01:21:31 Kevin Seeney, Bury St Edmunds

HOT TOP VOLCANO

00:58:20 Stacy Needham, Bicester
01:04:33 Keith Boiston, Felling
01:10:35 James Eyre, Leicester
01:15:75 Richard Dunn, Boston
01:17:93 Rob Pierce, Salisbury

GREENWOOD VILLAGE

1:16:26 Stacy Needham, Bicester
1:22:01 Jan-Erik Spangberg, Sweden
1:22:73 Kevin Seeney, Bury St Edmunds
1:23:25 Richard Dunn, New Leake
1:27:24 James Eyre, Leicester

HAUNTED WOODS

00:48:36 Stacy Needham, Bicester

00:51:26 Keith Boiston, Felling
00:52:76 Richard Dunn, New Leake
00:54:05 Kevin Seeney, Bury St Edmunds
00:54:26 Darren Harris, Birmingham

FROSTY VILLAGE

01:10:96 Stacy Needham, Bicester
01:19:01 Rob Pierce, Salisbury
01:20:60 Richard Dunn, New Leake
01:21:86 Kevin Seeney, Bury St Edmunds
01:27:20 Darren Harris, Birmingham

EVERFROST PEAK

01:19:88 James Eyre, Leicester
01:25:26 Richard Dunn, New Leake
01:28:11 Darren Harris, Birmingham
01:28:16 Tammy Harris, Birmingham
01:30:91 Kevin Seeney, Bury St Edmunds

SNOWBALL VALLEY

00:44:10 Stacy Needham, Bicester
00:53:40 Richard Dunn, New Leake
00:54:70 Jan-Erik Spangberg, Sweden
00:55:10 James Eyre, Leicester
00:56:05 Darren Harris, Birmingham

BOULDER CANYON

01:25:48 Keith Boiston, Felling
01:33:36 Rob Pierce, Salisbury
01:33:81 Danny Dunn, New Leake
01:34:11 James Eyre, Leicester
01:36:30 Kevin Seeney, Bury St Edmunds

WALRUS COVE

01:29:31 Keith Boiston, Felling
01:30:73 Adam Charlton, Buckden
01:32:15 Jeffrey Van Der Aa, The Netherlands
01:40:95 Richard Dunn, Boston
01:41:55 Jan-Erik Spangberg, Sweden

SPACEDUST ALLEY

01:25:05 Stacy Needham, Bicester
01:28:83 James Eyre, Leicester
01:34:51 Danny Dunn, New Leake
01:34:63 Keith Boiston, Felling
01:44:61 Arthur van Dalen, Netherlands
01:47:51 Kevin Seeney, Bury St Edmunds

DARKMOON CAVERNS

01:39:13 Keith Boiston, Felling
01:46:41 Adam Charlton, Buckden
01:49:03 Richard Dunn, Boston
01:55:43 Kevin Seeney, Bury St Edmunds
01:55:71 Jan-Erik Spangberg, Sweden
01:57:26 Martin Hurley, St Helens

SPACEPORT ALPHA

01:32:00 Stacy Needham, Bicester
01:32:31 Keith Boiston, Felling
01:41:51 James Eyre, Leicester
01:44:35 Kevin Seeney, Bury St Edmunds
01:44:60 Danny Dunn, New Leake
01:46:23 Rob Pierce, Salisbury

STAR CITY

01:14:20 Stacy Needham, Bicester
01:29:36 Kevin Seeney, Bury St Edmunds
01:30:45 Rob Pierce, Salisbury
01:30:90 Richard Dunn, Boston
01:31:26 Darren Harris, Birmingham
01:42:48 John Dick, Uddingston
01:50:07 Martin Hurley, St Helens

Shadows Of The Empire

BATTLE OF HOTH

0:02:07 Matthew Stevenson, Bournemouth
0:02:23 Karl Jobst, Australia
0:02:46 Magnus Smith, Burra Isle
0:02:52 John Brennan, Bicester
0:03:15 Karl Jobst, Australia

ESCAPE FROM ECHO BASE

0:01:26 Karl Jobst, Australia
0:01:36 Magnus Smith, Burra Isle
0:01:58 Jason Lloyd Parsons, Anglesey
0:03:28 John Brennan, Bicester
0:03:52 Matthew Stevenson, Bournemouth

THE ASTEROID FIELD

0:03:16 Matthew Stevenson, Bournemouth
0:03:32 Karl Jobst, Australia
0:03:38 John Brennan, Bicester
0:04:00 John Lambregts, The Netherlands
0:04:19 Sebastian Pantrey, Goudhurst

MOS EISLEY AND BEGGAR'S CANYON

0:01:36 Karl Jobst, Australia

0:01:41 Magnus Smith, Burra Isle
0:02:49 Matthew Stevenson, Bournemouth
0:04:26 Hans Lafeber, The Netherlands

IMPERIAL FREIGHTER SUPROSA

0:01:11 Karl Jobst, Australia
0:01:20 Magnus Smith, Burra Isle
0:01:55 John Brennan, Bicester
0:03:13 Hans Lafeber, The Netherlands

SKYHOOK BATTLE

0:05:51 Karl Jobst, Australia
0:06:06 Magnus Smith, Burra Isle
0:06:37 John Brennan, Bicester
0:06:50 Matthew Stevenson, Bournemouth
0:09:11 Karl Jobst, Australia

XIZOR'S PALACE

0:04:01 Karl Jobst, Australia
0:04:15 Jason Lloyd Parsons, Anglesey
0:05:00 Magnus Smith, Burra Isle
0:05:54 John Brennan, Bicester
0:07:50 Hans Lafeber, The Netherlands

WCW/Nitro

SINGLE MATCH

98120 Jon Burrows, Queensland
61900 Rob Varley, Queensland

TAG MATCH

110680 Jon Burrows, Queensland
77280 Gavin Deadman, Biggin Hill

US HEAVYWEIGHT

160120 Gavin Deadman, Biggin Hill
145670 Jon Burrows, Queensland

CRUISERWEIGHT

145475 Jon Burrows, Queensland
98790 Gavin Deadman, Biggin Hill

TAG TEAM TITLE

971110 Jon Burrows, Queensland

WORLD HEAVYWEIGHT

160650 Jon Burrows, Queensland

TV TITLE

96960 Gavin Deadman, Biggin Hill

HANDICAP MATCH

97540 Jon Burrows, Queensland

BATTLE ROYAL

47000 Gavin Deadman, Biggin Hill
46400 Jon Burrows, Queensland

Yoshi's Story

37500 Anthony Hooley, Breaston
37424 Danny Dunn, New Leake
35998 Richard Dunn, Boston
35460 Bonny Qvistorff, Copenhagen
34956 David Park, Hebburn
33701 Andy Murray, Bournemouth
32112 Martin Hurley, St Helens

Tetrisphere

RESCUE
913530600 John Lambregts, The Netherlands

259549700 Joel Smith, Springwood, Australia

145032800 Jay Scott, Fort-William
82047300 Gavin Brennan, Claremorris
78621700 Barbet Koolmees, Holland

Snowboard Kids

NINJA LAND

0:22:93 John Lambregts, The Netherlands
0:23:06 Rob Pierce, Salisbury
0:23:73 Philip Longhurst, Sudbury
0:23:93 Kevin Seeney, Bury St Edmunds
0:24:50 Charlie Hollis, Wimbledon

Kena: Warrior Princess

MODE	TIME	
Mortal	03:47sec,	Julian Scott, Newry
Hero	03:46sec,	Julian Scott, Newry
God	13:59sec,	Julian Scott, Newry

Starfox/Lylat Wars

OVERALL SCORE

3577 kills Gavin Deadman, Biggin Hill
2686 kills Magnus Smith, Burra Isle
2217 kills Darren Simmons, Mossley
2192 kills Andrew Robson, Newcastle-Upon-Tyne
2150 kills Jan-Erik Spangberg, Sweden

CORNERIA

282 kills Andrew Robson, Newcastle-Upon-Tyne
282 kills Craig Humphrey, Stifford Clays
259 kills Neil Friedman, Whitefield
254 kills Adrian Stead, Hull
240 kills Matthew Kagelidis, Greece

METEO

397 kills Richard Dunn, New Leake
377 kills Kevin Seeney, Bury St Edmunds
343 kills John Lambregts, The Netherlands
339 kills David Ryan, Dublin
321 kills John Lambregts, Holland

SECTOR X

246 kills Kevin Seeney, Bury St Edmunds
244 kills John Lambregts, The Netherlands
233 kills Karl Jobst, Australia
211 kills David Ryan, Dublin
188 kills John Lambregts, Holland

KATINA

333 kills Daniel Dunn, New Leake

217 kills Kevin Seeney, Bury St Edmunds
215 kills John Lambregts, Holland
214 kills David Ryan, Dublin
197 kills Karl Jobst, Australia

SECTOR Y

187 kills David Ryan, Dublin
173 kills Michael Ilioski, Victoria
166 kills Gavin Brennan, Claremorris
166 kills Charles Nuttall, Oldham

SECTOR Z

97 kills Michael Ilioski, Victoria
85 kills Greg Smith, Wamboral

SECTOR S

232 kills Michael Ilioski, Victoria

VENOM 2

232 kills Andrew Anderson, Hutton
227 kills Gavin Brennan, Claremorris
227 kills Kevin Seeney, Bury St Edmunds
227 kills David Ryan, Dublin
227 kills Richard Dunn, New Leake

AREA 6

448 kills Daniel Dunn, New Leake
425 kills Karl Jobst, Australia
417 kills John Lambregts, Holland
374 kills Mark Nicol, Western Australia
327 kills John Lambregts, Holland

Quake 64

MAP 1: THE SLIPGATE COMPLEX

0:30 Michael Williams, Exeter
0:30 Raymond Burton, Stockbridge
0:30 Jon Quarrie, Stapleford
0:30 Kevin Seeney, Bury St Edmunds
0:31 Karl Watt, Shetland

MAP 2: CASTLE OF THE DAMNED

0:28 John Brennan, Bicester
0:38 Jon Quarrie, Stapleford
0:40 Karl Watt, Shetland
0:43 Michael Williams, Exeter
0:44 Raymond Burton, Stockbridge

MAP 3: THE NECROPOLIS

1:00 James Eyre, Leicester
1:05 John Brennan, Bicester
1:11 Karl Watt, Shetland
1:12 Jon Quarrie, Stapleford
1:14 Michael Williams, Exeter

MAP 4: GLOOM KEEP

0:15 James Eyre, Leicester
0:37 John Brennan, Bicester
0:46 Jon Quarrie, Stapleford
0:49 Michael Williams, Cardiff
0:55 Karl Watt, Shetland

MAP 5: THE DOOR TO CHTHON

0:09 James Eyre, Leicester
0:15 John Brennan, Bicester
0:54 Jon Quarrie, Stapleford
0:56 Chris Street, Huntingdon
1:02 Karl Watt, Shetland
1:03 Raymond Burton, Stockbridge

MAP 6: HOUSE OF CHTHON

0:23 John Brennan, Bicester
0:27 Karl Watt, Shetland
0:28 Kevin Seeney, Bury St Edmunds
0:29 Raymond Burton, Stockbridge
0:29 Jon Quarrie, Stapleford

MAP 7: ZIGGURAT VERTIGO

1:04 John Brennan, Bicester
1:24 Jon Quarrie, Stapleford
2:31 Karl Watt, Shetland

MAP 8: THE OGRE CITADEL

0:35 James Eyre, Leicester
0:53 John Brennan, Bicester
0:58 Raymond Burton, Stockbridge
0:58 Jon Quarrie, Stapleford
1:03 Karl Watt, Shetland

MAP 9: THE CRYPT OF DECAY

1:12 John Brennan, Bicester
1:18 Raymond Burton, Stockbridge
1:19 Karl Watt, Shetland
1:20 Jon Quarrie, Stapleford
1:26 James Eyre, Leicester

MAP 10: THE WIZARD'S MANSE

1:45 John Brennan, Bicester
2:18 Karl Watt, Shetland
2:21 Jon Quarrie, Stapleford

2:27 Raymond Burton, Stockbridge

MAP 11: THE DISMAL OUBLIETTE

1:53 John Brennan, Bicester
5:06 Raymond Burton, Stockbridge
5:16 James Eyre, Leicester
5:48 Jon Quarrie, Stapleford

MAP 12: THE UNDEREARTH

0:47 John Brennan, Bicester
0:58 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 13: TERMINATION CENTRAL

0:43 John Brennan, Bicester
1:02 Karl Watt, Shetland
1:08 Jon Quarrie, Stapleford
1:10 Raymond Burton, Stockbridge
1:20 James Eyre, Leicester

MAP 14: THE VAULTS OF ZIN

0:37 James Eyre, Leicester
0:54 John Brennan, Bicester
1:08 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 15: THE TOMB OF TERROR

0:33 James Eyre, Leicester
1:06 John Brennan, Bicester
1:10 Karl Watt, Shetland
1:25 Raymond Burton, Stockbridge

MAP 16: SATAN'S DARK DELIGHT

2:07 John Brennan, Bicester
3:00 Kevin Seeney, Bury St Edmunds

MAP 17: CHAMBERS OF TORMENT

0:43 James Eyre, Leicester
0:53 John Brennan, Bicester
1:15 Karl Watt, Shetland
1:27 Raymond Burton, Stockbridge

MAP 20: THE ELDER GOD SHRINE

0:37 John Brennan, Bicester
0:40 James Eyre, Leicester

MAP 21: THE PALACE OF HATE

0:47 John Brennan, Bicester
0:37 James Eyre, Leicester

MAP 22: THE PAIN MAZE

0:49 John Brennan, Bicester

MAP 23: AZURE AGONY

1:25 James Eyre, Leicester
1:42 Jon Quarrie, Stapleford
2:55 Karl Watt, Shetland
3:26 Raymond Burton, Stockbridge

MAP 24: THE NAMELESS CITY

1:26 John Brennan, Bicester

MAP 25: SHUB NIGGURATH'S PIT

0:50 John Brennan, Bicester
0:50 Kevin Seeney, Bury St Edmunds
0:52 Jon Quarrie, Stapleford

Mario Kart 64

LUIGI RACEWAY

00:36:91 Arif Mollah, Rochdale
00:43:73 Adam Tucker, Great Yarmouth
00:46:78 Ben Kitchin, Australia
00:48:24 Jon Burrows, Queensland
00:48:42 Caroline Fawcett, North Horncastle

MOO MOO FARM

01:17:32 Arif Mollah, Lancashire
01:15:77 Jeffery Van der Aa, Netherlands
01:16:55 James Eyre, Leicester
01:18:74 Arif Mollah, Rochdale
01:19:26 Adam Tucker, Great Yarmouth
01:20:51 James Allsopp, Alveston

KOOPA TROOPA BEACH

01:23:12 Arif Mollah
01:20:86 Jeffery Van der Aa, Netherlands
01:23:17 James Eyre, Leicester
01:24:04 Adam Tucker, Great Yarmouth
01:24:48 Arif Mollah, Rochdale
01:27:81 Alan Dundas, Arbroath

FRAPPE SNOWLAND

00:25:33 Arif Mollah, Rochdale
00:25:34 Arthur van Dalen, Netherlands
00:27:45 Alan Pierce, Salisbury
00:27:72 Rob Pierce, Salisbury
00:29:57 Danny Dunn, New Leake

MARIO RACEWAY

00:18:80 Arif Mollah, Rochdale
00:25:72 Ben Kitchin, Australia
00:27:79 Adam Tucker, Great Yarmouth
00:49:38 David Park, Hebburn
00:51:47 Caroline Fawcett, North Horncastle

WARIO STADIUM

00:18:32 Jeffery Van der Aa, Netherlands
00:18:84 Arif Mollah, Rochdale
00:19:16 Ben Kitchin, Australia
00:19:68 Aaron Norris, Western Australia
00:21:22 Richard Dunn, New Leake

CHOCO MOUNTAIN

0:46:08 Jeffery Van der Aa, Netherlands
0:57:96 James Eyre, Leicester
01:00:56 Richard Dunn, New Leake
1:02:98 Arif Mollah, Rochdale
01:20:74 Adam Tucker, Great Yarmouth

ROYAL RACEWAY

01:19:75 Jeffery Van der Aa, Netherlands
01:24:49 Arif Mollah, Rochdale
01:26:99 Ben Kitchin, Australia
01:27:43 Adam Tucker, Great Yarmouth
01:47:73 Jon Burrows, Queensland

KALAMARI DESERT

00:44:39 Arif Mollah, Lancashire
00:50:70 Jeffery Van der Aa, Netherlands
00:52:47 Ben Kitchin, Australia

01:01:43 Arif Mollah, Rochdale
01:09:01 Adam Tucker, Great Yarmouth
01:20:65 James Eyre, Leicester

YOSHI VALLEY

00:34:83 Stacy Needham, Bicester
00:34:88 Aaron Norris, Western Australia
00:35:19 Danny Dunn, New Leake
00:37:64 Arif Mollah, Rochdale
01:00:94 Jeffery Van der Aa, Netherlands

RAINBOW ROAD

03:08:87 Ben Kitchin, Australia
04:04:92 Adam Tucker, Great Yarmouth
04:04:70 Arif Mollah, Rochdale
04:07:89 Jamie Eccles, California
04:13:51 James Eyre, Leicestershire

BANSHEE BOARDWALK

00:52:31 Jeffery Van der Aa, Netherlands
00:52:34 Ben Kitchin, Australia
00:58:76 Jon Burrows, Queensland
01:00:52 Adam Tucker, Great Yarmouth
01:47:28 Arthur Van Dalen, The Netherlands

DONKEY KONG'S JUNGLE PARKWAY

00:28:81 Arif Mollah, Rochdale
00:29:03 Aaron Norris, Western Australia
00:31:28 Jeffery Van der Aa, Netherlands
00:31:94 Danny Dunn, New Leake
00:35:01 Rob Pierce, Salisbury
00:41:49 Martin Hurley, St Helens

SHERBET LAND

00:59:59 Arif Mollah, Lancashire
00:58:05 Ben Kitchin, Australia
01:35:89 Jon Burrows, Queensland
01:41:19 Adam Tucker, Great Yarmouth
01:43:24 James Eyre, Leicester
01:44:20 Arif Mollah, Rochdale
01:51:69 James Eyre, Donington Le Heath
01:56:16 Martin Hurley, St Helens
02:04:12 Craig Bartlett, Bournemouth

BOWSER'S CASTLE

01:12:59 Jeffery Van der Aa, Netherlands
01:20:90 Adam Tucker, Great Yarmouth
01:24:12 Ben Kitchin, Australia
01:58:95 Jon Burrows, Queensland
02:02:79 James Eyre, Leicester
02:21:22 Martin Hurley, St Helens
02:34:16 John Bailey, Stevenage

TOAD'S TURNPIKE

01:35:52 Jeffery Van der Aa, Netherlands
01:43:33 Arif Mollah, Rochdale
01:45:53 Jon Burrows, Queensland
01:46:27 Adam Tucker, Great Yarmouth
01:46:63 James Allsopp, Alveston
01:51:22 Martin Hurley, St Helens
02:21:22 Martin Hurley, St Helens
02:29:06 Craig Bartlett, Bournemouth

Banjo Kazooie

SPIRAL MOUNTAIN

0:02:01 Jon Burrows, Queensland
0:02:25 Niall Hickey, County Waterford
0:02:44 Darren Harris, Birmingham
0:02:58 Michael Ilioski, Australia
0:03:31 Christopher Ilioski, Australia

MUMBO'S MOUNTAIN

0:04:44 Jon Burrows, Queensland
0:05:28 Kevin Seeney, Bury St Edmunds
0:06:30 Danny Dunn, New Leake
0:06:40 Jan-Erik Spangberg, Sweden
0:08:17 Niall Hickey, County Waterford

TREASURE TROVE COVE

0:08:29 Jon Burrows, Queensland
0:10:50 Jan-Erik Spangberg, Sweden
0:11:06 Richard Dunn, Boston
0:12:01 Niall Hickey, County Waterford
0:12:03 Darren Harris, Birmingham

MAD MONSTER MANSION

0:10:45 Jon Burrows, Queensland
0:14:15 Jan-Erik Spangberg, Sweden
0:15:48 Kevin Seeney, Bury St Edmunds
0:18:16 Niall Hickey, County Waterford
0:26:09 Ingvar Gunnarsson, Iceland

BUBBLELOOP SWAMP

0:14:07 Jon Burrows, Queensland
0:15:02 Kevin Seeney, Bury St Edmunds
0:15:19 Jan-Erik Spangberg, Sweden
0:18:07 Niall Hickey, County Waterford
0:19:26 Darren Harris, Birmingham

CLANKER'S CAVERN

0:08:31 Jon Burrows, Queensland
0:08:47 Kevin Seeney, Bury St Edmunds

0:09:16 Jan-Erik Spangberg, Sweden
0:11:36 Niall Hickey, County Waterford
0:12:21 Jan-Erik Spangberg, Sweden

CLICK CLOCK WOOD

0:10:52 Jon Burrows, Queensland
0:12:25 Jan-Erik Spangberg, Sweden
0:14:05 Niall Hickey, County Waterford
0:14:46 Kevin Seeney, Bury St Edmunds

RUSTY BUCKET BAY

0:12:18 Jon Burrows, Queensland
0:13:30 Kevin Seeney, Bury St Edmunds
0:16:14 Jan-Erik Spangberg, Sweden
0:16:47 Niall Hickey, County Waterford
0:28:38 Ingvar Gunnarsson, Iceland

FREEZEZY PEAK

0:13:19 Jon Burrows, Queensland
0:13:34 Kevin Seeney, Bury St Edmunds
0:15:25 Jan-Erik Spangberg, Sweden
0:19:40 Richard Dunn, Boston
0:19:42 Darren Harris, Birmingham

GOBI'S VALLEY

0:11:25 Jon Burrows, Queensland
0:12:44 Jan-Erik Spangberg, Sweden
0:14:44 Kevin Seeney, Bury St Edmunds
0:15:58 Jan-Erik Spangberg, Sweden
0:16:44 Niall Hickey, County Waterford

100 JIGGIES, 900 NOTES

2:46:17 Kevin Seeney, Bury St Edmunds
2:53:54 Jan-Erik Spangberg, Sweden
3:38:52 Mark Nicol, Western Australia
4:46:00 Ingvar Gunnarsson, Iceland

GRUNTILDA'S LAIR

0:46:46 Michael Ilioski, Victoria

Mario Party

SHY GUY FLY

0:08:76 Kimmo Kartasolo, Finland
0:09:28 Darren Harris, Birmingham
0:09:72 Daniel Hooley, Breaston
0:09:72 Ian Kirk, Nottingham
0:09:12 Rachael Verel, Fulwood

SLOT CAR DERBY 1

0:25:13 Darren Harris, Birmingham
0:26:86 Tammy Harris, Birmingham
0:27:60 John Lambregts, Holland
0:29:73 Kimmo Kartasolo, Finland

SLOT CAR DERBY 2

0:34:03 Darren Harris, Birmingham
0:34:20 Anthony Hooley, Breaston
0:39:90 Kimmo Kartasolo, Finland

Blast Corps

DIAMOND SANDS

1:58:0 Mark Nicol, Western Australia
2:53:6 Luke Sutton, Australia

OYSTER HARBOUR

2:55:5 Mark Nicol, Western Australia
3:26:5 Luke Sutton, South Australia

SIMIAN ACRES

0:14:5 Mark Nicol, Western Australia
0:14:4 Luke Sutton, South Australia

MOON

2:23:0 Mark Nicol, Western Australia

VENUS

2:21:5 Luke Sutton, Australia

Donkey Kong Arcade Game

52900 Yiannis Zavros, Cyprus
52400 Chris Webb, Gloucester
30600 John Lambregts, Holland
30500 James Eyre, Leicester
20000 Thomas Pooley, Surrey

Turok Training

2:12 Michael Williams, Exeter
2:17 Mikhael Farrelly, Zimbabwe
2:20 Richard Dunn, New Leake
2:23 Fiaz Farrelly, Zimbabwe
2:33 Ben Webster, Millbridge

Micro Machines

THE MAIN COURSE

00:11:00 James Eyre, Leicester
00:15:28 Jeffrey Van Der Aa, The Netherlands
00:15:45 Chris Cox, Cambridge
00:16:62 Ned Pendleton, Brackley

LOVE TRIANGLE

00:23:72 James Eyre, Leicester
00:39:17 Jeffrey Van Der Aa, The Netherlands
00:40:02 Ned Pendleton, Brackley
00:40:30 Chris Cox, Cambridge

BEWARE OF THE DOG

00:17:30 James Eyre, Leicester
00:35:29 Jeffrey Van Der Aa, The Netherlands
00:35:86 Ned Pendleton, Brackley

CRASH AND BURN

00:13:19 James Eyre, Leicester
00:21:22 Jeffrey Van Der Aa, The Netherlands
00:22:06 Ned Pendleton, Brackley

DESTRUCTION DIRTBOX

00:16:94 James Eyre, Leicester
00:29:48 Jeffrey Van Der Aa, The Netherlands
00:30:01 Ned Pendleton, Brackley

BRAKE-FAST BENDS

00:26:26 James Eyre, Leicester
00:33:36 Jeffrey Van Der Aa, The Netherlands
00:33:76 Ned Pendleton, Brackley

CALCULATOR RISK

00:15:94 James Eyre, Leicester
00:23:19 Jeffrey Van Der Aa, The Netherlands
00:25:97 Ned Pendleton, Brackley

WIPEUP

00:17:06 James Eyre, Leicester
00:34:28 Jeffrey Van Der Aa, The Netherlands
00:36:67 Ned Pendleton, Brackley

TANKS ALOOT

00:18:39 James Eyre, Leicester
00:27:10 Jeffrey Van Der Aa, The Netherlands
00:27:67 Ned Pendleton, Brackley

BAGUETTE BALANCE

00:15:70 James Eyre, Leicester
00:22:07 Jeffrey Van Der Aa, The Netherlands
00:22:71 Ned Pendleton, Brackley
00:23:00 Chris Cox, Cambridge

TRUCKER'S LUCK

00:17:71 James Eyre, Leicester
00:22:95 Jeffrey Van Der Aa, The Netherlands
00:24:32 Ned Pendleton, Brackley

BIKINI BLAZER

00:16:34 James Eyre, Leicester
00:23:11 Jeffrey Van Der Aa, The Netherlands
00:25:05 Ned Pendleton, Brackley

PEBBLE DASH

00:15:69 James Eyre, Leicester
00:24:93 Jeffrey Van Der Aa, The Netherlands
00:25:70 Ned Pendleton, Brackley

BEACHED BUGGIES

00:11:00 James Eyre, Leicester
00:19:68 Chris Cox, Cambridge
00:21:66 Ned Pendleton, Brackley
00:22:59 Jeffrey Van Der Aa, The Netherlands

RIGHT ON CUE

00:12:30 James Eyre, Leicester
00:19:29 Jeffrey Van Der Aa, The Netherlands
00:19:53 Chris Cox, Cambridge
00:19:85 Ned Pendleton, Brackley

RACK 'N ROLL

00:30:05 James Eyre, Leicester
00:47:36 Jeffrey Van Der Aa, The Netherlands
00:47:97 Chris Cox, Cambridge
00:48:41 Ned Pendleton, Brackley

PULLING POWER

00:22:47 James Eyre, Leicester
00:39:29 Jeffrey Van Der Aa, The Netherlands
00:39:58 Ned Pendleton, Brackley

STINKY SINKS

00:10:32 James Eyre, Leicester
00:17:35 Jeffrey Van Der Aa, The Netherlands
00:22:31 Ned Pendleton, Brackley

SAND BLASTER

00:14:72 James Eyre, Leicester
00:34:65 Jeffrey Van Der Aa, The Netherlands
00:35:42 Ned Pendleton, Brackley

SWERVE SHOT

00:06:05 James Eyre, Leicester
00:06:85 Chris Cox, Cambridge
00:11:86 Jeffrey Van Der Aa, The Netherlands
00:12:03 Ned Pendleton, Brackley
00:12:11 Achilles Zanettis, Kenton

BREAKFAST AT CHERRY'S

00:11:30 James Eyre, Leicester
00:21:95 Jeffrey Van Der Aa, The Netherlands
00:23:64 Chris Cox, Cambridge
00:24:12 Ned Pendleton, Brackley

FORMULA X

00:13:87 James Eyre, Leicester
00:27:82 Jeffrey Van Der Aa, The Netherlands
00:31:18 Ned Pendleton, Brackley

LEARNING CURVES

00:21:98 James Eyre, Leicester
00:27:03 Jeffrey Van Der Aa, The Netherlands
00:34:17 Ned Pendleton, Brackley

CHEMICAL WARFARE

00:13:27 James Eyre, Leicester
00:26:99 Jeffrey Van Der Aa, The Netherlands

CHEESY JUMPS

00:7:18 James Eyre, Leicester
00:14:12 Jeffrey Van Der Aa, The Netherlands

CEREAL KILLER

00:26:50 James Eyre, Leicester
00:43:48 Jeffrey Van Der Aa, The Netherlands

Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake
00:44 Karl Jobst, Australia
00:45 Arif Mollah, Rochdale
00:54 Jon Burrows, Queensland
00:56 Jan-Erik Spangberg, Sweden

RENDEZVOUS ON BARKHESH

05:10 Paul Nicholls, Coventry
05:13 Darren Harris, Birmingham
05:19 Richard Dunn, New Leake
05:19 John Brennan, Bicester
05:19 Karl Jobst, Australia

THE SEARCH FOR THE NONNAH

03:29 Arif Mollah, Rochdale
03:31 Richard Dunn, New Leake
03:31 Karl Jobst, Australia
04:11 Darren Harris, Birmingham

THE JADE MOON

01:02 Richard Dunn, New Leake
01:15 Jan-Erik Spangberg, Sweden
01:17 Darren Harris, Birmingham
01:18 Arif Mollah, Rochdale
01:20 Karl Jobst, Australia

DEFECTION AT CORELLIA

07:29 Jan-Erik Spangberg, Sweden
07:50 Karl Jobst, Australia
08:10 Arif Mollah, Rochdale
09:02 Chris Handley, Notts
09:09 John Brennan, Bicester

THE LIBERATION OF GERRARD V

04:04 Arif Mollah, Rochdale
04:04 Richard Dunn, New Leake
04:04 Jan-Erik Spangberg, Sweden
04:20 Karl Jobst, Australia

IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake
02:02 Jon Burrows, Queensland
02:03 Karl Jobst, Australia
02:12 Arif Mollah, Rochdale
02:22 Philip Munt, Surrey

ASSAULT ON KILE II

01:55 Richard Dunn, New Leake
02:39 Arif Mollah, Rochdale
03:28 Jon Burrows, Queensland
03:42 Karl Jobst, Australia
05:55 Ian Lawlor, Churwell

RESCUE ON KESSEL

0:24 Richard Dunn, New Leake
0:24 Jan-Erik Spangberg, Sweden
0:24 Karl Jobst, Australia
0:29 Jon Burrows, Queensland
0:34 John Brennan, Bicester

PRISONS OF KESSEL

07:36 Richard Dunn, New Leake
07:55 Jon Burrows, Queensland
08:31 Darren Harris, Birmingham
08:47 Arif Mollah, Rochdale
08:52 Karl Jobst, Australia

BATTLE ABOVE TALORAAN

01:58 Arif Mollah, Rochdale
02:02 Danny Dunn, New Leake
02:20 Jon Burrows, Queensland
02:24 Jan-Erik Spangberg, Sweden
03:03 Darren Harris, Birmingham

ESCAPE FROM FEST

05:29 Arif Mollah, Rochdale
05:29 Karl Jobst, Australia
05:44 Jon Burrows, Queensland
06:21 John Brennan, Bicester

BLOCKADE ON CHANDRILA

04:48 Ian Lawlor, Churwell
04:57 Karl Jobst, Australia
05:02 Jon Burrows, Queensland
05:05 Darren Harris, Birmingham
05:10 Arif Mollah, Rochdale

RAID ON SULLUST

01:25 Arif Mollah, Rochdale
01:43 Richard Dunn, New Leake
01:46 Jon Burrows, Queensland
01:55 Darren Harris, Birmingham
02:45 Karl Jobst, Australia

MOFF SEERDON'S REVENGE

02:29 Jon Burrows, Queensland
04:01 Arif Mollah, Rochdale
04:08 John Brennan, Bicester
05:27 Karl Jobst, Australia
05:50 Paul Nicholls, Coventry
02:37 Richard Dunn, New Leake
03:07 Jan-Erik Spangberg, Sweden
03:11 Arif Mollah, Rochdale
03:20 Darren Harris, Birmingham
05:07 Karl Jobst, Australia

BATTLE OF HOTH

02:49 Jan-Erik Spangberg, Sweden
03:11 Karl Jobst, Australia
03:16 Arif Mollah, Rochdale
03:18 Danny Dunn, New Leake

THE DEATHSTAR TRENCH RUN

01:50 Jon Burrows, Queensland
01:54 Richard Dunn, New Leake
01:53 Karl Jobst, Australia
01:56 Jan-Erik Spangberg, Sweden
01:58 Arif Mollah, Rochdale

Scorezone Challenge!

Another false start this month and the athletes have been sent back to the starting line. Until we get sent some genuinely sore thumbs posting us evidence of top scores on *International Track and Field*, we'll just have to look elsewhere. So... no specific challenge this month... just send us a top score on a game we haven't featured yet!

THE ULTIMATE PLAYER

There can be only one! Well, only one a month anyway. Every issue the ScoreZone gaming champion who picks up the coveted accolade of Ultimate Player also wins themselves a rather spiffy Top Drive 3-in-1 Steering Wheel from Logic 3! This cool piece of kit is compatible with your N64 (obviously) but also works with the PlayStation and the now antique Sega Saturn, so it's perfect for anyone flirting with more than one format.

Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 2211!

64 SOLUTIONS CHEATS HOTLINE

0906 4664493

Okay... by now you'll have realised that in our A-Z of Cheats we've got pretty much every N64 hint, tip and code there ever was and because we update it every month you can be sure that if there's a cheat out there then chances are it's in the A-Z.

However, this does mean that you only get the new cheats once a month, so if you're one of those people that absolutely has to have the new cheats the day they're discovered then you might be interested in this...

The 64 Solutions Cheats Hotline holds all the latest cheats, tips and codes for the N64 and the Game Boy Color and it's accessible via telephone, 7 days a week, 15 hours a day. So if you're really stuck and we haven't got the cheat for you in the A-Z, then it's worth giving our games specialists a call.

Open 8am to 11pm.

IMPORTANT: Calls cost £1.50 per minute AT ALL TIMES. Call charges will appear on your standard telephone bill so you MUST seek the permission of the person paying the bill (if they aren't you) before calling.

Complete Money Back Guarantee

If you aren't totally satisfied with the solution given to you by our hotline staff, then immediately fax us your complaint on 01753 755930 to get a full refund - because if you ain't happy, we ain't happy!



64 A to Z

Of Hints, Tips & Cheats...

SOLUTIONS

Need help? Then this is where to come! The following 12 pages contain a complete list – updated monthly – of every N64 cheat, hint and tip. New additions are highlighted in red. Updated cheats are in green.

AIR BOARDER 64

Bonus Characters

To unlock the four bonus characters: Finish all level and tracks in Time Attack mode in the time set; Get an A ranking on all levels and tracks in Street Work mode; Get an S ranking on all levels and tracks in Street Work mode; Get a Perfect ranking on every level and track in Coin mode.

Bonus Boards

Unlock all four bonus characters then at the Board Selection screen press Up, Up, Down, Left, Right, Left, Right, B, A to get the following bonus boards

J-Arm
Gives extra turbos
Ika-Chu
gives double jumps
Father
gives longer air time
J-B
press A+B for turbo jumps

AERO GAUGE

Turbo Start

Hold A and B at the start then release B after the announcer says "ready!"

Turbo

For speed hold down A to accelerate, make a hard turn in either direction while holding Z, then release both buttons. If your timing is right you get a burst of extra speed. Keep using the turbo until the temperature gauge rises too high.

AUTOMOBILI LAMBORGHINI

Mirror tracks

To access the reversed tracks, finish the championship mode on both novice and expert difficulty. You win some new cars too!

Hidden Cars

Bugatti EB110
Finish championship mode on novice

Ferrari F50

Finish championship mode on expert

Ferrari Testarossa

Finish the basic arcade mode on expert

Porsche 959

Finish the basic arcade mode on expert

Vector

Finish the pro arcade mode on novice

Dodge Viper

Finish the pro arcade mode on expert

ARMORINES: PROJECT SWARM

CHEAT CODES

Enter the following codes on the cheats screen for the resulting effects.

Goldenpie

unlocks all cheats

Skippy

accesses all levels

Godly

reveals God mode

Loaded

unlocks all weapons

Sorted

gives you infinite ammunition

Pen and Ink mode

To remove all the texture maps from the game, type in the word Sketchy on the Enter Code screen.

Fast Running

To sprint at high speed, enter Sonic on the codes screen.

ARMY MEN: SARGE'S HEROES

CHEAT CODES

Enter any of the following codes at the password screen.

ALCHR

All Multiplayers:

VRCLN

All Weapons:

NSRLS

Weird Colours:

CLRSMN

Invisibility:

MMRTL

Giant Mode:

DNLVSKSF

Infinite Continues:

IVNLRG

Full Ammo:

CNTN

Level Select:

MMLVSRM

DNSTHMN Mini Mode:

DRVLVLSMM Debug Info:

PLYHVR Play as Hoover:

GRNGRLRX Play as Vikki:

TNSLDRS Play as a Tin Soldier:

ARMY MEN: SARGE'S HEROES 2

Tin Foil Uniform

TNMN

Level

2 (Bridge)

3 (Fridge)

4 (Freezer)

5 (Inside Wall)

6 (Graveyard)

7 (Castle)

8 (Tan Base)

9 (Revenge)

10 (Desk)

11 (Bed)

12 (Blue Town)

13 (Cashier)

14 (Train)

15 (Rockets)

16 (Pool Table)

17 (PinBall Table)

Passwords

FLNGDWN

GTMLK

CHLLBB

CLSNNG

DGTHS

FRKNSTN

BDBZ

LBBCZ

DSKJB

GTSLP

SMLLVLL

CHRG

NTBRT

RDGLR

FSTNLS

WHSWZRD

AEROFIGHTERS ASSAULT

Access All Levels

Start game, press: Up, C Down, Left, C Right, Down, C Up, Right, C Left, Z, R, L.

Secret F-15 Plane

On the opening title screen enter the following code:

C Left, C Down, C Right, C Up, C Left, C Right, C Down.

Secret Level

Beat the Ice Cave level to access The Moon.

ALL STAR BASEBALL '99

CREDITS

On the title screen enter R, A, Z, R, C Right, A, B to enable the credits option.

Alien Team and Stadium

On the 'enter cheats' screen, enter the code: ATEMYBUK

Beachball Baseball

On the 'enter cheats' screen, enter the code: BBNSTRDS

Big Everything

On the 'enter cheats' screen, enter the code: GOTHELIUM

Broken Bats

On the 'enter cheats' screen, enter the code: BRKNBAT

Fat or Skinny Players

On the 'enter cheats' screen, enter the code: ABBTNCSTLO

Fireball

On the 'enter cheats' screen, enter the code: GRTBLSFDST

Paper Players

On the 'enter cheats' screen, enter the code: PRPPAPLYR

BUCK BUMBLE

All weapons

On the title screen, press Left, Right, Up, Down, then hold Z and press Right, Right, Left, Left.

Access all missions

On the title screen, hold Z and press Right, Down, Down, Right then release Z and press Right, Up, Down, Left, Left, Up, Right, Right.

BOMBERMAN HERO

Achieve a five rating on every stage up to and including Garaden Star for:

Slider Race

(Available on the options screen.)

Gossick World

Collect all 24 of the other Dimension Bombs for access.

Golden Bomber

Finish the hidden Gossick world to get another play mode on the options screen.

Princes Millian's Treasure Hunt

Finish Gossick World to get a third play mode mode on the options screen.

BODY HARVEST

For the following cheats which will make battling aliens easier, enter ICHEAT as your name and these cheats during gameplay...

Weapon Power Up

A, Right, C Down, C Right, C Up, A, Left.

Serious Firepower

C Down, C Up, Up, Z, Z, Left, C Right.

Surreal Graphics

C Down, Up, Right, Right, C Right, A, Left.

Smart Bomb

A, C Up, C Up, Up, Left.

Refill Health/Fuel

Down, Up, Right, A, B, Left, C Right.

Kill Adam

B, Left, C Right, C Right, Down.

Create Mutant

C Down, Up, Z, Z, C Right, Right.

Black Adam

C Left, C Right, A, C Down, C Right, Left.

All Artifacts

Up, C Down, C Right, Z, Up, Left.

Tall Adam

B, A, C Up, A, C Up, A.

Short Adam

Down, C Left, A, Right, Z.

Fat Aliens

Left, A, Right, Down.

Weak Boss

Z, C Right, C Right, B, Left, C Right.

Dancer

Down, Up, C Up, Down, C Right, C Right.

BATTLETANX

All Gangs In Campaign Mode

Enter LTSLTSGNGS as a password

Storm Ravens Gang

Enter WMNRSMTTR for the all-

women Storm Ravens Game

MSTSRVV Invincibility

LVFRVR

Infinite Lives

PLVRZM

All Weapons

LTSFBLTS

Infinite Ammo



CRSTLCRL Invisibility

FRGZ Frog Mode

TDZ Toad Gang

CDPLT Run Story Mode

CNCTHRTM Psychedelic View

HVRL Spinning View

Suicide Hold Down all the C buttons together

BATTLETANX: GLOBAL ASSAULT

Custom Gangs
To get hold of the M2 Hydra tank in the multiplayer, enter TRDDYBRRRKS on the password screen

Level Menu
Enter WRDRB on the password screen and you'll be able to select the level that you want to play on

Cheat Codes
On the Code entry screen, type in any of the following codes to get the effect that you want

RCKTSRDGLR
Unlock all weapons

WRDRB
Boat Assault Bonus Level

NNKNHKS
Unlock Brandon's Gang

TRDDYBRRRKS
Unlock Custom Gang

HPYHPY
Invincibility

80DYS
Access all levels

Special Power Ups
Collect 15 of most of the items in the game and then when you have someone in your sights, hit A, B and Z together to unleash a special attack. For example with the flamethrower, you will fire three flames at once. Enter these passwords on the code entry screen to unlock these new gangs:

SMSLNG Brandon

NSTYGR Cassandra

BCKDR Level Select

THRTN Unlock All Tanx

SRTHMB Unlock All Weapons:

BIO FREAKS

ONE HIT FATALITIES
Minatek
Move in and press:
Towards, Away, C left + C Down

Zipperhead
Towards, Away, Away + C Right
The first time you take one arm off, the second time you take the other arm, finally move in close to take off the head

Ssapo
Move in close and press:
Towards, Away, Away + C Up + C Right

Psyclown
Move in close and press:
Towards, Away, Away + C Left + C Down

Sabotage
Towards, Away, Away + C Up
First time, you take an arm off, second time the other arm. Finally move to about three steps away and take off the head

Bullzeye
Move in close and press:
Towards, Away, Away + C Up

Delta
Move in close and press:
Towards, Away, Away + C Down

Purge
Away, Towards, Towards + C Up + C Right

Taunt
To taunt your opponent hold:
C Left and C Right

First Person Perspective
During a fight hold away on the control pad and press Start. To switch back hold Down on the control pad and press start.

CHARLIE BLASTS TERRITORY

Enter the following passwords to be warped to that level
(H=Hearts, D=Diamonds, C=Clubs, S=Spades, J=Jack, Q=Queens, K=Kings, A=Ace)

DESERT ISLANDS

Desert stash
4S, 5H, 10C, QC, QC

The Gauntlet
4C, 5H, 10C, 9C, 4C

Blockout
AC, 7D, 6H, 6S, 2H

Danger Pass
6H, 2H, AS, 5H, 8H

Switchback
9D, 10D, JD, JH, QH

Gather TNT
9D, 10H, 10H, 7D, 5H

X marks the spot
AC, 7D, 8D, 5C, 8H

It's about time
6D, 4H, 9H, 6H, QC

Tres Amigos
7D, 10H, AH, 9S, 6H

ALPINE ISLANDS

It's a bomb
7D, 4S, 9D, 7H, QH

Think fast
6D, 4D, 9C, 8C, 4C

Chain reaction
5S, 9S, JH, 6C, 4C

Switchbacks
2H, 3D, 9D, 3D, 2C

Big bang
4C, 5H, QS, 4C, 8C

Long haul
6D, JS, 2H, AD, 6H

Run like crazy
6H, 2H, QC, 7S, 3H

Tix-Tacs-oh No!
6C, KH, 10H, AC, 3S

Bouncing Charlie
2H, 3D, 7H, 6C, 10D

Double Bounce
6D, JC, 3H, 4C, 8H

TROPICAL ISLANDS

Hot Spots
AC, JS, 3C, 7H, 9H

Oil Slick
9H, 6C, 2H, 6S, 2S

Bumpers
2H, 3D, 7C, QD, 8D

Conveyor Belts
AC, 7D, 6S, JC, 4H

First in, Last Out
AC, JC, 3D, JH, KH

Turnaround
4C, 6H, 8C, QS, AD

S. Dakota Switch
2H, 4D, 6D, 4C, 6C

Double Cross
5S, 9S, 10S, QS, 9C

Decathlon
D, 4C, 8H, AC, 10C

Moving Ground
9C, AH, JH, 8D, AS

SWAMP ISLANDS

Breakaway
2H, 6S, 8D, 7H, 7D

remote Control
5S, 9S, JS, 10D, 4C

Trampoline Act
AC, JC, 3D, JC, 7H

Runaround
2S, 6S, JH, 4H, KC

Take it with you
5D, 9H, 2D, 5H, KD

Twin Cities
AC, 6S, 8S, 2C, JS

Crossover
AS, 5D, 3S, JH, AS

Cornered
9D, QD, 4C, 5C, 3H

Peninsula
9H, QH, 5S, JD, AH

Chip Shop
5S, 9C, QS, 7C, 3C

COMMAND & CONQUER

Save those pennies
If you find yourself short on cash, try these tips to stretch your funds: To build up a healthy supply of Orca helicopters, build helipads rather than the actual choppers. Scrap the helipad, leaving you just the Orca and saving yourself \$500. If you need more power, forget building an advanced power plant and build two normal power plants instead. You'll save yourself \$100 and you'll be able to keep them for longer as they will have better armour than the advanced version. If you have no morals, send some troops into any civilian village and get them to blow up the local church. If you search the rubble afterwards you'll find \$200

Open All Missions
On the "Press Start" screen quickly press B, A, R, R, A, C Right,



Up and Down and then A. Now go to the replay mission menu and press L to make every single variant of each mission selectable!

DIDDY KONG RACING

Obtain all the amulet pieces and the four gold trophies. Return to the central area and look for a green guy sporting some red feathers. Run him over to enable drumstick.

Play as it

Beat him in every race on Time Trial mode. If you have done it, he'll tell you to try the next race. Beat all TT's times and you'll be able to play as him!

Magic Codes

Enter the codes below on the Magic Codes screen for various effects. Once the codes have been entered, they can be turned on or off by accessing the Code List screen. Some of them will work in Adventure Mode, others will only have an effect in Tracks mode.

JOINTVENTURE

Co-operative two player adventure mode

DOUBLEVISION

Everyone can select the same player

FREEFORALL

Maximum power-ups on pick-ups

FREEFRUIT

Start race with ten bananas

VITAMINB

No limit to the number of banana power-ups

ZAPTHEZIPPERS

Remove the zippers from the track

NOYELLOWSTUFF

No bananas on track

BYEBYEBALLOONS

No balloons (ie: weapons) on track

TIMETOLOSE

Ultimate AI characters

BOGUSBANANA

Bananas reduce speed instead of boosting it

BODYARMOR

All balloons are yellow shield balloons

ROCKETFUEL

All balloons are blue boost balloons

BOMBSAWAY

All balloons are red rocket balloons

OPPOSITESATTRACT

All balloons are magnetic rainbow balloons

TOXICOFFENDER

All balloons are green drop behind balloons

ARNOLD

Larger characters

TEENYWEENIES

Smaller characters

OFFROAD

Four wheel drive for more speed on rough terrain

BLABBERMOUTH

Instead of a horn, the characters will babble incoherently

JUKEBOX

Music menu

WHODIDTHIS

View credits without completing the game

DESTRUCTION DERBY 64

Turbo start

Straight after the announcer says "set" press and hold down the A button.

Unlock Extra Cars

In world championship mode:

Taxi Cab

Complete the first circuit.

Pick Up Truck

Complete the second circuit with the taxi

Ambulance

Complete the Legend circuit with the pick up.

Ragtop

Beat Alpine Ridge time trial challenge with Baja.

Blue Demon

Beat Seacape Sprint time trial challenge with Ragtop.

Hatchback

Beat Terminal Impact time trial challenge with Ragtop.

Low Rider

Beat Metro Challenge time trial challenge with Ragtop.

Hot Rod

Beat Sunset Canyon time trial challenge with Ragtop.

Woody Wagon

Beat Bayou Run time trial challenge with Ragtop.

Police Car

Beat Midnight Rumble time trial challenge with Ragtop.

Bonus Tracks And Vehicles

To unlock the bonus tracks complete all of the championship modes with any car. Once that's done enter time trial and beat the lap record on each track to open up each of the bonus vehicles. There are 12 hidden cars in total.

DUKE NUKEM 64

Enable PAL cheat menu

On the main menu press: Left, Down, L, L, Up, Right, Left, Up. All cheats can now be turned on or off from the cheat menu.

All Items

Enable the cheat menu then press:

R, C, Right, Down, L, C Up, Left, C Right, Left

Invincibility

Enable the cheat menu, press:

R, C, Right, R, L, R, R, Left

No Monsters

Enable cheat menu, press:

L, C Up, L, C, Down, Right, Left, Right A monster roars if you have done it correctly.

Level Select

Enable cheat menu, press R, L, R, C

Down, Right, Up, Left, C Up

It's now possible to select any level you want from the cheat menu during play.

DUKE NUKEM: ZERO HOUR

Multiplayer Characters

Finish the one player game and each new level adds a new multiplayer character to select.

First Person & Action Modes

Finish the one player game to get a first person mode and an action mode (which makes all your shots one-hit kills).

Free Health

If you find a fire hydrant in the game, stand next to it when you shoot it. Now hold down A to regain all your health.

Action Nukem Mode

If you want to kill opponents with one shot enter Down, A, Z, Z, Left then A on the title screen.

Different Skins

At the title screen when "Press start" appears press, C Left, R, R, Left, Up, Down, B, A then Z to allow different skin models to be selected in one player mode.

Infinite Ammo Rifle

On the title screen, press C Up, C Down, C Left, C Right, L and then R to start with the rifle and unlimited ammunition.

DOOM 64

?TJL BDFW BFGV JVV

Enter this code and start the game, then pause to see a features option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and make yourself invincible!

EXCITEBIKE 64

Add some excitement to your racing with these new codes.

Cheat Codes

To bring up the cheat code screen go to the main menu and then hold down L, C Right and C Down. With these held down press A to bring up the cheat menu and enter one of the following codes for the desired effect:

YADAYADA Mirror mode

MIDNIGHT Night mode

TRICKSTER

All stunts

PATWELLS Beat This! mode

PINHEAD Small Head Mode

BLAHBLAH Big Head Mode

SHOWOFF Stunt Mode

INVISRIDER No Riders on Bikes

Unlock Classic NES version of Excitebike: Simply complete the tutorial by wading through all the stunts!

Developer Photo

To see a photo of the development team enter UGLYMUG on the cheat menu screen and then go to the credits from the options menu.

EXTREME-G

Ultimate Password

On password screen enter 81GGDS.

Weapons

Enter on name selection: arsenal.

Unlimited Turbo

Enter on name selection screen:

nitroid

Rock Race Mode

Enter on Name selection screen:

roller

Extreme Speed

Enter on name selection screen:

xtreme

Fisheye lens

On name selection screen: fisheye

Upside down Mode

On name selection screen:

antigrav

F1 WORLD GRAND PRIX

Make sure you get pole position with these cheats!

Open All Challenges

To open up all of the challenges highlight Driver Williams and change his name to Driver Pandora before entering challenge mode. Now enter save file four to access all the challenges.

Infinite Acceleration

Select the gold or silver racer using the cheats above and then select rookie mode with manual gears. Then in the race leave the car in first gear to have unlimited acceleration!

Shortcut

On the Silverstone track towards the end of the lap you should notice a row of grandstands on the left-hand side of the road followed by a hotel. If you head for the hotel there is a service road which can be used as a shortcut!

FIGHTER'S DESTINY

Hidden 9th Skill

Collect your eight main skills from master mode as normal and then set up a two player battle using

that character. If you win you are awarded your ninth skill!

Hidden Werewolf

Select Pierre as your character then mid fight press the L button. You should notice that as you press it more his nose grows! Continue pressing it until he explodes and transforms into a Werewolf!

Unlock Ushi

To unlock Ushi the cow you need to survive in the Rodeo mode for one minute or more without killing the cow! Ushi is the only character who has a hidden move, a throw. To do this in game press L twice and enjoy the results!

GOLDENEYE

In game cheat codes, enter at any point in gameplay:

Invincibility

L and Down, R and C Right, R and C Up, L and Right, L and C Down, R and C Up, L and Right, R and Down, L and Left, L and R and C Right.

All Guns

L and R And Down, L and C Left, L and C Right, L and R and C Left, L and Down, L and C Down, R and C Left, L and R and C Right, R and Up, L and C Left.

Maximum Ammunition

L and R and C Right, R and Up, R and Down, L and R and C Right, L and R and Left, R and Down, R and Up, L and R and C Right, R and Left.

Invisibility In Multiplayer

L and C Up, L and R and C Left, R and Up, L and Right, R and C Left, L and Right, L and R and C Left, L and C Right, L and Up, L and R and C Down.

Cheat Menu codes,

enter on the cheat menu screen:

Invincibility

R and Left, L and Down, Left, Up, Down, R and C Left, L and C Left, L and R and Left, L and R and Right, L and C Left.

DK mode

L and R and Up, C Right, R and Left, R and Up, Up, R and Right, Up, L and R and C Down, L and R and Down, L and R and C Left.

2x Grenade Launcher

R and Down, R and Up, right, L and R and C Down, L and Right, R and Left, Left, Down, Up, R and C Down

2x Rocket Launcher

R and Right, L and up, Down, Down, R and C Down, L and Left, L and C Left, R and Up, R and Down, R and C Left.

Turbo Mode

Land Down, L and C Down, L and R



and Up, R and C Down, Left R and Down, L and C Down, Up, R and Down, L and Right.

Throwing Knives

R and C Left, L and Left, Up, L and R and Right, Right, L and R and C Left, L and R and C Left, R and Down, R and Left, R and C Left.

Silver PP7

L and Left, L and R and Up, L and Right, L and R and Up, L and R and C Left, L and R and Left, L and R and Down, C Down, L and R and Right, L and R and Left.

2x Hunting knives

R and C Down, L and right, R and C Left, R and Right, L and R and Right, L and R and Up, L and Down, R and Left, L and Right, L and C Left.

Infinite Ammo

L and C Left, L and R and Right, C Right, C Left, R and Left, L and C Down, L and R and Left, L and R and C Down, L and Up, C Right.

2x RCP90

Up, Right, L and Left, R and Down, L and Up, L and C Left, L and Left, C Right, C Up, L and R and Down.

Gold PP7

L and R and Right, L and R and Down, L and Up, L and R and Down, C Up, R and Up, L and R and Right, L and Left, Down, L and C Down.

2x Lasers

L and Right, L and R and C Left, L and Down, R and Left, R and Down, L and Right, C Up, Right, R and Right, L and R and Up.

All Guns

Down, Left, C Up, Right, L and Down, L and Left, L and Up, C Left, Left, C Down.

Level Select Codes

(You can only unlock these levels one at a time, therefore you cannot unlock a Bunker 2, for instance, unless you have unlocked Bunker 1 first. Also, locking a later level completes the tasks from the previous ones)

Facility

L and R and C Up, R and C Left, L and Left, R and C Up, L and Left, R and C Down, L and C Right, R and Right, L and R and C Up, L and Right.

Runway

L and R and Left, R and Left, L and C Up, L and Left, R and C Up, L and Left, R and C Down, R and C Right, R and Right, L and Down, R and C Left.

Surface 1

R and C Left, L and R and C Up, L and Left, R and Up, R and Left, L

and U, R and C Down, L and Right, L and C Right, L and R and Down.

Bunker 1

L and C Down, R and Right, L and C Right, R and C Left, L and C Down, L and R and Left, L and C Right, L and R and Up, R and C Right, L and Up.

Silo

L and up, R and C Down, L and Left R and Down, L and C Left, L and R and C Right, L and C Up, R and Right, R and Right, R and C Right.

Frigate

R and C Up, L and Down, R and C Right, L and Left, L and R and Up, L and R and C Down, R and C Right, R and Up, L and R and C Down, R and Up.

Surface 2

L and C Down, L and R and C Right, R and C Right, R and C Up, R and C Left, L and Right, L and R and C Up, L and C Up, L and R and Down, L and C Right.

Bunker 2

L and Down, R and Down, L and R and C Up, L and Left, L and R and Right, L and C Left, R and Right, L and C Up, L and Left, L and C Down.

Statue

L and R and C Down, L and R and C Down, L and Right, L and R and Left, R and Left, R and C Right, L and R and Left, R and C Up, R and C Down, R and Right.

Archives

R and Left, L and R and Up, L and R and C Down, R and Left, L and R and C Right, L and Left, L and R and Right, L and R and C Down, L and Up, R and C Down.

Streets

L and R and C Left, L and C Right, L and Up, L and R and C Down, R and C Right, R and C Down, R and Left, R and C Down, R and C Up, L and Down.

Depot

L and Down, L and Down, R and C Down, L and C Right, L and R and Right, R and C Right, L and Down, L and C Left, L and C Right, L and Up.

Train

R and Left, R and C Down, R and C Right, L and R and Left, L and Right, R and C Down, L and Left, L and R and C Left, L and Up, L and C Up.

Jungle

R and C Down, R and Left, L and R and Up, R and Right, R and Down, R and Down, R and Up, R and C Left, R and C Up, L and R and Left.

Control Centre

L and C Down, R and Down, L and Right, R and C right, R and C Down,

R and Left, R and Left, R and C Up, R and Left, L and R and C Up.

Caverns

L and Down, R and C Down, L and R and Up, L and Right, R and C Up, R and C Left, R and Up, L and C Left, L and Up, R and C Left.

Cradle

L and R and C Up, L and Left, R and Down, L and Down, L and C Up, L and Down, R and Right, R and C Up, L and C Left, R and Right.

Cheat Menu codes:

enter on the cheat menu screen:

Paintball Mode

L and Up, C Up, R and Right, L and R and C Left, L and Up, R and C Down, L and C Down, L and R and C Down, L and R and Up, L and C Down

Invisible Bond

L and R and C Left, L and R and C Down, L and C Left, R and C Left R and Right, L and R and Left, L and Right, Left, L and R and C Left, L and Down.

Tiny Bond

L and R and Down, R and Down, L and C Down, Left, R and C Left, L and R and C Down, Right, Down, R and C Down, R and Right.

Enemy Rockets

L and R and C Down, C Left, R and C Down, C Down, C Down, LK and R and C Down, L and R and UpC Down, R and Up, L and Up.

Invincibility

R and Left, L and Down, Left, Up, Down, R and C Left, L and C Left, L and R and Left, L and R and Right, L and C Left.

DK mode

L and R and Up, C Right, R and Left, R and Up, Up, R and Right, Up, L and R and C Down, L and R and Down, L and R and C Left.

2x Grenade Launcher

R and Down, R and Up, right, L and R and C Down, L and Right, LK and Left, Left, Down, Up, R and C Down

2x Rocket Launcher

R and Right, L and up, Down, Down, R and C Down, L and Left, L and C Left, R and Up, R and Down, R and C Left.

Turbo Mode

L and Down, L and C Down, L and R and Up, R and C Down, Left R and Down, L and C Down, Up, R and Down, L and Right.

Throwing Knives

R and C left, L and Left, Up, L and R and Right, Right, L and R and C Left, L and R and C Left, R and Down, R and Left, R and C Left.



Silver PP7

L and Left, L and R and Up, L and Right, L and R and up, L and R and C Left, L and R and Left, L and R and Down, C Down, L and R and Right, L and R and Left.

2x Hunting knives

R and C Down, L and right, R and C Left, R and Right, L and R and Right, L and R and Up, L and Down, R and Left, L and Right, L and C Left.

Infinite Ammo

L and C Left, L and R and Right, C Right, C Left, R and Left, L and C Down, L and R and Left, L and R and C Down, L and Up, C Right.

2x RCP90

Up, Right, L and Left, R and Down, L and Up, L and C Left, L and Left, C Right, C Up, L and R and Down.

Gold PP7

L and R and Right, L and R and Down, L and Up, L and R and Down, C Up, R and Up, L and R and Right, L and Left, Down, L and C Down.

2x Lasers

L and Right, L and R and C Left, L and Down, R and Left, R and Down, L and Right, C Up, Right, R and Right, L and R and Up.

All Guns

Down, Left, C Up, Right, L and Down, L and Left, L and Up, C Left, Left, C Down.

INTERNATIONAL
SUPERSTAR
SOCCER '98

Make sure you stay on the ball in the prequel to ISS 2000 with these cheats.

Extra Heads!

To unlock some bizarre heads for use in the Create A Player mode complete the International Cup on difficulty level 4. These include clowns and aliens!

Extra Players

When 'Press Start' comes up on the title screen quickly press Left, C Left, Right, C Right, Left, C Left, Right, C Right, Down, C Down, Down, C Down, Up, C Up, Up, C Up, B and then A. Next hold down the Z button and press Start.

Play Dirty

When a player is tackled you can hold down all of the C Buttons to do a fake dive! Be warned though if the referee cottons on to this he will book you instead of your opponent.

Unlock Bonus Teams

When 'Press Start' comes up on the title screen quickly press Up, C Up, Up, C Up, Down, C Down, Down, C Down, Left, C Left, Right, C Right, Left, C Left, Right, C Right, B and then A. Next hold down the Z button and press Start.

MULTI RACING
CHAMPIONSHIP

Guaranteed Victory

If you want to win the race every time, choose Kingroader and adjust the aerodynamics so that the maximum speed is 205kph. You'll hardly ever skid (even on snow), which will allow you to outpace even cars that should be much faster than you!

Hidden Route

The Downtown track has a hidden route which can massively reduce your time. At the top of the hill that leads to the waterfall, there is a tree. Simply drive through the tree to easy street.

MISCHIEF MAKERS

Infinite Red Rubies

Go to level 3-8 and grab the first enemy that you see. Give him a good shake and he will drop 30 rubies that you can collect. Now pause and exit the level then re-enter it and repeat the process to get as many rubies as you can carry.

Extra Stages

Collect all 52 Gold Gems in the game and watch the whole ending through. Watch the credits after this and check out the surprise ending after them-once this is over, you can press R on the level select screen to get 12 more levels.

MACE: THE DARK AGE

To play Two Player Practice Mode

Highlight practice on the menu screen and press start simultaneously on both controllers. Select the desired characters, and then knock each other about for as long as you like.

Fight as Gar Gunderson, The War Mech or Ichiro

When the first game screen appears after you turn the power on appears, rotate the analogue joystick in an anticlockwise direction from the right and you'll hear a chime. Gar Gunderson and Ichiro will appear on the character selection screen above the Executioner.

Select Start Stage

Highlight the desired fighter on the character screen and press the start button four times to compete on their home stage and then select the character you want to fight and begin.

Bonus Stage

Highlight each of the characters listed in order and press start every time, then select the character you want.

Fight as Pojo

The Chicken

Successfully perform Taria's execution. The begin another match and highlight Taria, hold the

start button down on the selection screen and Pojo will appear. Without releasing start, press a Quick button to select Pojo. If you're in two-player select mode, they can do the same thing and it'll be Pojo against Pojo.

Fight as Grendal

Win three times in two player mode, then on the select screen for the fourth match, highlight the Executioner, hold start and Grendal appears. Don't release start, and press Quick to select Grendal.

Fight As Ned the Janitor

On the character selection screen, press Start on each of the following characters in turn; Koyasha, Executioner, Lord Deimos then move along to Kios Long and press Quick to play as a janitor.

Head Swap

On the character selection screen, press start on each of the following characters in turn; Al-Rashid, Takeshi, Mordos Kull, Kios Long, Namira.

Pink Slippers

On the character selection screen, press start on each of the following characters in turn; Ragnar, Dregan, Koyasha. When you choose a fighter, he or she will engage in combat wearing fuzzy pink slipper! Chop your opponents to bits with these new characters and cheats.

Different Costumes

To change the colour of your fighters costume hold down any one of the C Buttons whilst selecting the fighter and then press Evade followed by A or B.

Cheat Codes

To turn on the desired cheat position your cursor over each of the following characters on the select screen and press Start on each one:

Big Head

Ragnar, Al Rashid, Takeshi Random Opponent Hell Knight, Xiao Long, Dregan, Namira

Tiny Players

Takeshi, Al Rashid, Rangar, Xiao Long

Speed Mode

Ichiro, Xiao Long, Koyasha

Hidden Battle Stages

To fight on a particular characters battle stage choose a character and press Start on them four times before selecting them. To play on a two hidden stage position your cursor over each of the following characters on the select screen and press Start on each one:

Miniature Golf

Koyasha, Mordos Kull, Takeshi San Francisco Rush

Xiao Long, Al Rashid, Koyasha

Hidden Characters

To play as a hidden character position your cursor over each of the following characters on the select screen and press Start on

each one:

Ned Long

Koyasha, Executioner, Lord Demios, Xiao, Long

Machu Pichu

Namira, Koyasha, Taria

MORTAL KOMBAT
TRILOGY

Random characters

On the character selection screen, put the cursor over Noob Saibot and press up and Start simultaneously for a complete random selection.

Choose Battle Arena

On the character select screen, if you highlight Sonya and press Up and Start, an earthquake will occur. You will then be able to select the course.

Play as Motaro

On Jade's Desert, Wasteland or Khan's Tower, press and hold the analogue stick left and then press Left and C Up before the match begins. Your fighter should explode and Marato should replace him

Play as Shao Khan

On the rooftop or Pit 3, press down on the analogue stick and press A and B before the start of the bout. Shao Khan will appear.

Play as Kameleon

On the Star Bridge stage when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty", press Down and Start before he vanishes. You'll then have the opportunity to battle as Kameleon!

Fight As Human Smoke

Choose Cyber Ninja Smoke as a character. Then hold Left + HP + HK + Run + Block before the fight screen appears or in between rounds.

Unlimited Credits

During the story screen press, Down, Down, Up, Up, Right, Right, Left, Left. A sound will confirm that the code has worked. After the next match is lost, the words 'freeplay' will appear in the remaining Kredits window.

Extra Options

During the Kombat mode select screen press Up and Start. Now new option to disable timer, blood, aggressor and combos will appear.

Bonus Galaga-Type Game

If you persevere and fight 100 two player matches consecutively, a game called the Land Of Realm will begin.

Bonus Pong Game

If you fight 50 two player games consecutively, a bonus game of Pong will start running.

Bonus Space Invaders-Type Game

Press Z when an object appears over the moon on the Pit stage of a two player match. The sound of a bell will confirm that the code has worked. The winner of that

round will get to play Space Invaders

Enable Both Red and Blue ?

Menus

During the story screen press HK, LK, Run, LP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now both menus will be available.

MORTAL KOMBAT 4

Fight As Meat

Choose Group Mode and win all 16 characters

Cheat Option

Highlight continue on the options screen and the hold Run and Block until the cheat option appears.

Fight As Goro

Select the Hidden icon on the character selection screen. Press Up, Up, Up, highlight Shinnok's icon and press Run and Block.

Fight as Noob Saibot

Select the hidden icon on the character selection screen. Press Up, Up, highlight Reiko's icon and press Run and then Block.

Alternate Costumes

Rotate the select screen pictures twice in order to access each character's second outfit. Sonya and Tanya's pictures must be rotated three times.

Kombat Modes

Input the following codes on the Two player Vs screen where the characters pictures are facing each other. There are two three digit displays at the bottom of the screen. The first three correspond to the buttons on controller one, the second to the buttons on controller two. The number indicate how many times you must press Low Punch, Block and Low kick respectively:

001 001	Unlimited Run
002 002	Weapon Kombat
010 010	Disable maximum damage
012 012	Noob Saibot
020 020	Red Rain
050 050	Explosive Kombat
100 100	Throwing Disabled
110 110	Maximum damage and disabled throws
111 111	Free weapon
123 123	No Power
222 222	Random weapons
321 321	Big head mode
333 333	Random kombat
444 444	Armed & dangerous
555 555	Many weapons
666 666	Silent kombat

MICRO MACHINES

64

All codes are entered by pausing the game and inputting the code before racing as normal. A beep will confirm the cheat. Re-enter cheat to turn it off.

Behind Car View

Left, Right, C Left, C Right, Left,



Right, C Left, C Right

Big Bounces

C Left, Right, Right, Down, Up,
Down, Left, Down, Down

Double Speed

C Left, C Down, C Right, C Left, C
Up, C Down, C Down, C, Down, C
Down

Slow CPU cars

C Right, C Up, C Left, C Down, C
Right, C Up, C Left, C Down

Transform Car

Down, Down, Up, up, Right, Right,
Left, Left

Debug Mode

C Left, Up, Down, Down, C Left, C
Right, C Right, C Up, C Down Once
you've entered this code, press
one of the following combinations
to get the right response. A beep
will confirm this. Hold Z and press
C Down- Quit race and win
(doesn't work in time trial).

Hold Z and press Up, Down, Left
and Right- Change camera angle.
Hold Z and press L or R- Change
camera zoom Hold Z and press C
Left- Turn player into computer
drone.

MISSION: IMPOSSIBLE

After these codes have been
accepted you will here the words
"Ah, that's better."
(all entered on mission select
screen)

Silenced Weapon

C Up, L, C Right, C Left, C Down

Infinite Ammo

C Up, Z, C Left, Z, C Left

Invulnerability

R, Z, C Down, R, R

Rocket Launcher

C Up, L, C Left, C Right, C Down

Turbo Mode

C Up, Z, C Up, Z, C Up

Kid Mode

C Down, C Up, R, C Left, Z

9MM Pistol

R, L, C Down, C Up, C Down

Big Head Mode

C Down, R, C Up, R, C Left

MARIO PARTY

Easy Money and Stars

To keep all the money and stars
collected by any computer
opponents on boards beyond the
warp pipe, simply pause the game
and enter the options screen. Now
change all the computer players to
human opponents - you must have
enough controllers plugged in - on
the final turn of the board. when
the scores are added up, you'll
receive all their winning as well as
your own.

Bumper Ball Maze 1

Beat Toad in the final "Slot Car
derby 2" on mini game island. You
can play Bumper Ball Maze 1 in
the mini game house.

Bumper Ball Maze 2

Clear all 50 mini games on mini
island to access Maze 2.

Bumper Ball Maze 3

Set a new record on both Bumper
Ball Maze 1 and 2 to open the third
course.

BOWSER'S MAGMA Mountain Stage

Successfully complete the first six
stages and collect 1000 coins and
you can buy the key to Magma
Mountain from the shop.

Eternal Star Stage

Get 100 stars on the Magma
Mountain stage and a special
event will appear followed by the
Eternal Star stage.

Special Items In shop

Complete the Eternal Star stage
and after the end sequence will
appear special items will be
available in the shops.

MARIO GOLF

Left Handed Golfer

To change your character to a left
handed player, Hold down the L
button as you select them on the
character select screen.

Change Character Costumes

Press any of the C buttons when
choosing your character and you'll
get some new gear.

Koopa Park Golf Course

To access this course enter
QTM5MV4H on the password entry
screen.

Secret Characters

Complete the following criteria to
open each of these secret
characters:

Luigi

Beat him with any character in
computer Vs mode.

Yoshi

Beat him with any character once
you've got Luigi.

Sunny

Beat him with any character once
you've got Yoshi.

Wario

Beat him with any character once
you've got Sunny.

Harry

Beat him with any character once
you've got Wario.

Mario

Beat him with any character once
you've got Harry.

Mable

Get 50 coins in tournament mode.

Donkey Kong

Get 30 stars in Ring Shot Mode.

Bowser

Beat him with any character once
you've got Mario.
Tee off and make sure you get the
perfect score with these handy
cheats.

Cheat Menu

To gain access to the cheat menu

highlight the 'Clubhouse' option
on the main menu and hold Z and
R and then press A. Now enter the
following codes to open up the
desired courses:

oEQ561G2

Camp Hyrule Cup 1

5VW689O6

Camp Hyrule Cup 2

KPXWN9N3

Nintendo Power Tournament

FJQ49LJA

Nintendo Power Summer Scramble

Faster Animation

To speed up the time it takes to
play a game try holding down the
Z button. This makes the ball ten
times faster and cuts down on the
time it takes to play a game.

Hole Replay

If you make a mistake mid-hole
simply save the game and exit.
Then when you restart the game
you restart the hole from scratch.

Distract Other Players

To shout praise and insults at your
opponents push the D Pad in any
direction. Each direction with each
of the characters triggers a
different sound.

Hidden Course

To play on the hidden Mario Star
course you need to get 2200
points after unlocking all of the
other courses.

Hidden Characters

To play as any of these hidden
characters simply complete the
required tasks:

Metal Mario

Get 108 birdie badges in
tournament mode

Sonny

Beat him in 'Get Character' mode

Maple

Get 50 birdie badges in
tournament mode

NHL BREAKAWAY '98

Cheat Menu

Go to the main menu and press C
Left, C Right, C Left, C Right, R, R.

Player Inspection

On the player creation screen, you
can view your player by pressing C
Up, C Down, C Left, C Right.

Remove Opposing Goalie

Press start during play select
game options menu which is
followed by the game settings
menu. Select the controller set up
option and move your controller
across so that you're controlling
the other team. Select the pull
goalie option and move your
controller set up again to switch
back and resume the game.

NUCLEAR STRIKE

If the guide isn't enough to help
you save the world try cheating
instead!

Cheat Codes

Enter any or all of the passwords



to beef up your chances:

PCPNL
Increased armour

CPPLM
Invincibility

OFF ROAD CHALLENGE

Four extra trucks
(All cheats are accessed on vehicle selection screen)

Punisher Truck
Tap C Down

4x4 Monster Truck
Tap C Up

Thunderbolt Truck
Tap C Left

Crusher Truck
Tap C Right

El Cajon Track
to play this stage go to the level select menu and press both the L and R buttons together and hold Up on the control pad. A drill sound will confirm if the cheat has worked. Then highlight the El Paso stage and hold the Z button and press A.

Flagstaff Track
Go to the level selection screen, hold L then press right on the D-pad. A drill sound will confirm the cheat. Highlight MOJAVE and hold down the Z and press A.

Guatalupe Track
Go to the level selection screen press the R button and hold Down on the control pad. A drill sound will confirm the cheat. Then highlight the VEGAS stage hold down Z and press A

Quick Start
To get a boost at the start of the race hit the gas as the announcer says "Go!"

PERFECT DARK!

Get every single gold medal on the firing range at the Carrington Institute to unlock eight classic Goldeneye-style weapons. Including the PP9, KLO1313 & RC-P45.

POKEMON PUZZLE LEAGUE

Badges

To collect the following badges you must defeat the following characters:

Brock
Boulder Badge

Misty
Cascade Badge

Lt. Surge
Thunder Badge

Koga
Sould Badge

Erika
Rainbow Badge

Sabrina
Marsh Badge

Blaine
Volcano Badge

Giovanni
Earth Badge

Medals
Defeat these characters to collect the Elite medals.
Ritchie
Lorelei
Bruno

Very Hard (V-Hard) Difficulty Setting
Select the game as normal and then in the first game setting screen hold Z and tap L, L, A and B

S-Hard Difficulty Setting
To make things a little more interesting for you simply hold Z and press R, L, A, B on the difficulty setting screen to make things Super Hard! Alternatively, if you want to play properly complete the Spa Service game to achieve V-Hard. Complete V-Hard to open up the S-Hard setting and if this is completed then you will gain access to the Mewtwo levels!

Mewtwo
If all that seems like a waste of your time (lazy lot) then on the Trainer Selection Screen hold Z and press B, Up, L, B, A, Start, A, Up, R. The level should then start.

Speed Marathon
On the title screen hold Z and press B, A, L, L and go on to the Marathon where you can push the speed right up to 99!

Unlock All Trainers
Firstly, you might need a bit of help to get this one done, but on the Trainer Selection screen simultaneously hold L and R and Z on both controllers and all those trainers marked by a ? will be revealed.

Jigglypuff
To make this little fella sing, simply execute a chain or a combo, the bigger the effort the longer it'll sing!

Trainers and Their Pokemon!

Ash
Pikachu
Squirtle
Bulbasaur

Gary
Nidoran
Growlithe
Krabby

Brock
Geodude
Vulpix
Zubat

Misty
Horsea
Psyduck
Staryu

Lt. Surge
Raichu
Jolteon
Magnetron

Erika
Tangelo
Weepinbell
Gloom

Koga
Venomoth
Voltorb
Golbat

Sabrina
Abro
Hypno
Alakazam

Team Rocket
Weezing
Arbok
Golbat

Giovanni
Persian
Sandslash
Nidoking

Ritchie
Sparky (Pikachu)
Zippo (Charmander)
Happy (Butterfree)

Lorelei
Cloyster
Poliwhirl
Dewgong

Bruno
Onix
Hitmonchan
Primeape

Tracey
Marill
Venonat
Scyther

Blaine
Arcanine
Charmeleon
Magamar

PUYO PUYO SUN 64

Elephant Mode
Highlight elephant and hold down start for three seconds on the character select screen.

Play As Satan
Highlight Shezo and hold Start for three seconds.

Random Character Selection
On the character selection screen highlight Rulue and hold Start for three for seconds.

Play as Carbuncle
On the character select screen highlight Arle and hold Start for three seconds.

Select Opponent's Character
On the select screen in two player mode, highlight Doraco and hold Start for three seconds. This one and two player selectors will now switch.

QUAKE

Debug Mode
This cheat gives you access to level warp, weapons and God mode. On the password screen type:
QQQQ QQQQ QQQQ QQQQ. You will receive a message saying "invalid password". Now return to the menu and you will have special access to the debug menu at the top of the screen.

QUAKE 2

ONE PLAYER PASSWORDS
Central Complex
6JBB NVJB BSBX XBF5
Intelligence Centre
1KLS ?VDH B8BT FLXM
Communication Centre
ZKLT QN7G 90B? YCH6
Orbital Defence
VK3K 1MBG T8B7 DCBK
Docking station
WK3C CW3B 99BB XBGB
Strogg Fighter
TK7F BDGT FCJP YF6G
Cargo Bay
ST6T 7MXR 9V10 JVR9
Zaxite Mines
R7BR DPDL 6HJX 9VG6
Storage Facility
Q8?H GNVG PF1L ?BPC
Organic Storage
P64Y Q6RS T71K ?LW8
Processing Centre
N4R3 7T82 VWQW ZG?V
Geothermal Station
MGO4 9QMG Y40V LQKY
Detention Centre
L689 GR4B 70VB JMGM
Research Lab
K6?Y X766 T6ZK 994R
Bio Waste Treatment
J6?4 7SLM YR72 QDSB
Access conduits
H6?W 39XL P4Z1 7XBC
Decent to the core
G46V MQZ2 V6FK NK9W
Commnan Core
F46V RQZ2 VYSH SK7N
Secret Level: Twist
FBBC VB8B FBBC VBF7
MULTILEVEL PASSWORDS
Change Level Colours

S3TC 00LC 0LoR S???
Infinite Ammunition
S3TL NF1N 1T3S HOTS
Low Gravity
S3TL 0WRG V1TY

RAKUGA KIDS

Alternate costume
Press punch or kick buttons to choose your fighter and different costumes on the character selection screen.

Fight As Inoz
Hold L when selecting Mamezo on the character select screen after accumulating more than a total of two hours gameplay.

Fight As Darkness
Accumulate a totla of more than five hours gameplay.

RAINBOW SIX

Recruit Passwords

Level 2 12D1S2Q22MQQ
Level 3 BJD8C3Q22WQQ
Level 4 BZDBSMQZ2IQQ
Level 5 CJTCCQ2FGSQ
Level 6 K2TK65Q2F4SQ
Level 7 T2TT68QGF1WQ
Level 8 5JR5L1QGGGSQ
Level 9 52T572Q4G4SQ
Level 10 VJVVLJQGGWSQ
Level 12 VZRFTMQ2G8SQ

VETERAN PASSWORDS

Level 2 1ZL1S2RF2MQQ
Level 3 BJIBC3RF25QQ
Level 4 BZJBSMR28RQ
Level 5 CZBCS5RFFMRQ
Level 6 DJBDCYRFF5RQ
Level 8 LZBDS8R2F8RQ
Level 9 MJB2D1R2D2RQ
Level 10 2ZB2T2R2GMQQ
Level 11 FJJFD3R2G5RQ
Level 12 FZJFTMR2G8RQ

RE-VOLT

Make sure your batteries never run out with this batch of cheats.

Unlock All Tracks

To unlock all of the tracks either finish the game's time trial mode or simply enter your name as CARNIVAL.

Unlock Hidden Cars

To unlock additional cars you can complete each circuit in first place or - far more easily - enter B, A, Z, Z, B, L, A, C Up on the title screen.

ROBOTRON 64

All codes to be entered on game set up menu screen.

Following passwords start game with 110 lives

Easy Level: BSB8B8TJBB

Normal Level: BCB8LBTJBB

Insane Level: BFB8BCTJBB



Level select
Down, Up, C Left, Down, C Left, C Right, Down, C Right

Speed Up
During the game: Left, Left, Right, Right, C Up

Shield
During the game: Down, Left, C Left, C Right

Flame Thrower
During the game: Down, Right, Down, Right, C Right

Gas Gun
During the game: Up, Down, C Right, C Left

Four Way Fire
During the game: Down, Down Up, C Right

Three Way Fire
During the game: Right, Right, C Left, C Down

50 Lives
Up, Up, Down, Down, left, Right, Left, Right, C Left, C Right, C Left, C Right

Game Boy Mode
Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down

Two way Fire
During the Game: Up, C Up, Up, C Up

ACCESS FINAL LEVEL
Enter BJTCNGLFCR as a password to get the end.

LEVEL PASSWORDS
90: CSSRQQHLRH

98: DGQDQQLLHJ

99: DNKFQGLLJ

100: DDJGGQJLLJ

101: DLRHQQLDMJ

102: DBBJQLDLNS

103: DMNJQGFPLS

104: DNTJQLCLQJ

105: DGBKQLCLQJ

READY 2 RUMBLE BOXING

Unlock classes and boxers
Enter these codes in the championship mode to unlock the relevant class boxers.

Bronze
Bronze class

Silver
Silver class

Gold
Gold Class

CHAMP
Championship Class/All boxers

Cheap Nutrition
When bulking up your boxer in the training mode, highlight rumble aerobics then quickly press left followed by followed by the A button. If done correctly you'll get the expensive Mass Nutrition for just \$500!

Rumble Flurry
During the fight power up your rumble meter by landing solid punches and then hit A and B together to enter rumble mode. Now tap C Right and C Down at the same time to do a mad flurry of punches.

ROAD RASH 64

Alternate Colours
Press up or down at the bike selection screen to change rider and bike colours.

Play As Cop
At the main menu screen, press Z, C Left, C Down, C Left, Z, L, R, C Down to unlock the cop.

Faster Bikes
At the main menu screen, press C Up, C Left, C Left, C Right, L, R, C Down, Z to unlock the two fastest bikes.

Female Biker
At the main menu screen, press C Right, C Left, Z, L, R and C Up to unlock the female biker.

Harder Races
On the main menu screen, press C Up, C Left, C Left, C Right, L, R, Down and Z.

RUSH 2: EXTREME RACING USA

Cheat Menu
Hold Down C Up, C Down, C Left, C Right, L, R and Z buttons at the same time while on the set up screen to access the cheat menu.

Resurrect in place
Hold down Z + C Left and press C Right. Release them and hold down Z + C Right and press C Left.

Levitation
Hold down L, R and Z and tap all the C buttons four times.

Tyre Scaling
Hold down Z and C Left and press C Right. Release them and hold down Z and C Right and press C Left.

Auto Abort
C Up, C Up, C Up, C Up

Invisible Tracks
Hold down L, R and Z and tap all the C buttons seven times.

Invisible Car
Hold down L, R and Z and tap all the C buttons eight times.

Fog Colour
Hold down L, R and Z and tap all the C buttons three times.

Frame Scale
Hold down Z and C Down and press C Up. Release them and hold Z and C Up and press C Down.

Massive Mass
Hold down L and R and press C Up, C down, C Left and C Right

Killer Rats
Hold down L and R and press Z four times.

Suicide Mode
Hold down L, R and Z and tap all the C buttons four times.

Super Tires
Hold down L, R and Z and tap all the C buttons six times.

Gravity
Hold down L, R and Z and tap all the C buttons five times.

Limousine
Press Up, Down, Left, Right, Z, Z, C Up and C down on the car selection screen.

Taxi
Pick up six of the golden keys on any track and the taxi is yours.

Formula One
Collecting nine keys on any tracks get you a very fast new car!

Prototype Car
Collect all 12 keys from any track.

Rocket car and Midway track
Complete the whole circuit mode and get a final position of first place overall to unlock the rocket car and a hidden track based on the inside of Midway's own development studio.

Mountain Dew Dragster
Find all four Mountain Dew cans on any level.

New York Cabs
R, L, Z, C Up, C Down, C Up
Switch control directions
Move the cursor over to the mirror selection while on the the track select screen. Hold down C Left, C Right, C Up, C Down and then push Left or Right whilst holding down the C Buttons in order to access the extreme option.

In the cheat menu
Line up the cursor with the cheat that you want to access then press the following codes:

Burning wreck



Hold Up and Press Z four times.

Cone Mines

Hold Z and press L and R four times.

RAMPAGE

Hidden Character

In the Scum Lab facility, eat the toxic waste barrels. Your character will now be transformed into Vern for the remainder of that level. He can fly and is able to shoot a fireball by pressing C Down.

Tank/UFO rides

Hitch a ride on tanks or UFO's by jumping onto them. They will stop shooting at you and you'll be able to control the direction in which they move. It won't last wrong however!

Each character has an allergy. When you eat an item that you are allergic to they will sneeze and blow down the building you are climbing.

Ralph	Cats
Lizzie	Birds
George	Dogs

HIDDEN CITIES

On the next city screen tap the following buttons

Ralph	Kick
Lizzie	Punch
George	Jump

RAMPAGE 2: UNIVERSAL TOUR

Passcodes

NoT3T	Opens all characters
BVGGY	Opens cheat menu in options
B1G4L	Play as mystery alien
SM14N	Play as George
S4VRS	Play as Lizzy
LVPVS	Play as Ralph
SRY3D	Play as Nubus

RESIDENT EVIL 2

Cheat Codes

Enter these codes on the Load Game screen. You'll be returned to the main menu if the code is done correctly.

Invincibility

Down x4, Left x4, L, R x2, L, C Up, C Down.

Infinite Ammunition

Up x4, Right x4, L, R, L, R, C Right, C Left.

RUGRATS TREASURE HUNT

Secret level

Hold down L and R on the title screen, press A to bring up the password screen. Enter Z, A, R, L enter a secret level.

SAN FRANCISCO RUSH 2049

Cheat Menu

Go to main menu and highlight the options selection. Before you select it hold L and R and Z and C Up and C Right and a cheats selection will appear at the bottom of the page. Once in the Cheats Menu you can access ALL PARTS by holding L and R and press Z. Release these buttons and press C Down, C Up, C Left and C Right and then L and R and Z. Invincibility can be used when you press C Right, L, R, R, L and then hold down C Left and C Down and press Z!

Extra Tracks

Intermediate Circuit (Also Mission Track) can be found when you come in in the top 3 positions on the Beginners Circuit. Extreme Circuit (Also Presidio Track) can be unlocked when you come in in the top 3 positions on the Intermediate Circuit. Advanced Circuit (Also Gauntlet Track) can be unlocked if you come in in the top 3 positions on the Extreme Circuit.

Disco Track

Get 100,000 points in stunt mode

Oasis Track

Get 250,000 points in stunt mode

Warehouse Track

Get 500,000 points in stunt mode

Obstacle Course

Get 1,000,000 points in stunt mode

Battle Arenas

Downtown

Get 100 kills in battle mode

Plaza

Get 250 kills

Roadkill

Get 500 kills

Factory

Get 1000 kills

Extra Cars

Venom Car

Collect all silver coins in stunt mode

Crusher Car

Collect 16 gold coins

Euro LX Car

Collect 24 gold coins

GX-2 Car

Collect half of the gold coins in race mode

Mini XS Car

Collect 36 gold coins

Panther Car

Collect all gold and silver coins in both race and stunt mode.

Turbo Start

For race mode with default control settings Hold L before the countdown. Release L and hold R when the countdown reaches 3. Release R and hold L when it gets to 2. Release L and hold R when the countdown hits 1. If done right, your car should get off to a flying start!

Circuit / Race

Beginner 4

Beginner 5

Beginner 6

Beginner 7

Beginner 8

Intermediate 2

Intermediate 3

Intermediate 4

Intermediate 5

Intermediate 6

Intermediate 7

Intermediate 8

Intermediate 9

Intermediate 10

Extreme 2

Extreme 3

Extreme 4

Extreme 5

Extreme 6

Extreme 7

Extreme 8

Extreme 9

Extreme 10

Extreme 11

Password

WX17QQ6FDC
XBDWCLCTYC
BY17QQBHWC
YBFLD@CJFD
WY17QQJ8C
WJWDG6%
B117QQWK%
BMLFLD@MD
W117QQ6LLD
XNWFWDQ2D

XB@#T3LCGB

FWB6C2B42C
C@#T36WDLB
LBCWFBQ3C
XC@#T36FNB
VBD6GQC%
CD@#T3BHQB
YBFBJLDWgC
XD@#T3LJTB
BG6K2DWQD
F@#T3WKWB
WJWL@DYMD
XF@#T36L2B
HCK6MLF6LD
CG@#t3BN4B
XLWP@FW#D
XG@#T3LP6B
MCPLRLGQVD

WBBBWMCD

BKWDWBQBN2B
FXBBBBDYJB
TBH6B6BTFC
IXBBB8FLB
IWLCCGBDC
FYBBBBDHQB
8BMBD6CGIC
IYBBB8JTB
WQ6BBD4WC
FIBBBWYKWB
CCWBGQDYFC
IIBBBW8L4B
JXILG2DNVC
F2BBBWDN6B
MC56GLFQXC
I2BBBWNp@B
X8BH@FWDD
F3BBBWYQBC
RC%LJLJFD

Extreme 12

Extreme 13

Extreme 14

Extreme 15

Extreme 16

Extreme 17

Extreme 18

Extreme 19

Extreme 20

I3BBBW8RDC
XCXKWGLDD
F4BBBWDVJC
5CD7L@GTCD
4BBBWNWNC
XHXMBHG#C
F5BBBWXYXC
?CM7M2HLTD
I5BBBW8YVC
GYMXXNWJFBD
F6BBBWD24C
HDMRPGK63C
I6BBBWN3@C
NYW7PLKYWC
F7BBBWY4BD
VDYQCGLNGC
I7BBBW85JD
XY3MQ6LN3C

1080° SNOWBOARDING

Dragon Cave

Select Match Race and finish all courses in hard mode.

Penguin Snowboard

Perform all 24 tricks in training mode then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down and press A.

Transparent Boarder

Complete Expert mode, then select Akari Hayami hold C Left and press A on her statistics screen.

Gold Boarder

enable the Transparent Boarder and finish Expert mode, then select Kensuke Kimachi, hold C Up and press A on his statistics screen.

Panda

Come first in all time attack and trick attack modes. Select Rob, hold C Right and press A on his statistics screen.

Deadly Fall

Select death match and finish all courses in expert mode.

SUPERCROSS 2000

Freestyle Trick List

Hold down C Down in mid air and move the analogue stick in the following directions to pull off the required stunt. All 17 tricks in a round will get you 1000pts!

No hander
Up

No Footer
Down

Nac Nac
Left

Pancake Whip
Right

Rear fender grab
Up, Down

Vertical fender grab
Down, Up

Slide heel click
Right, Left

Banzai
Left, Right

Superman
Left, Down, Right

Bar Hop
Up, Left, Up

SHADOWGATE 64

Finish the third tower trial easily. When you reach the inner chamber in the second tower, collect the blue ring and the red ring. Upon reaching the third tower when all the controls are reversed, wear the blue ring to revert to normal and walk through the maze as if it was a normal area.

S.C.A.R.S

Enter these codes on the option menu

LGSSSX	Crystal cup
CRKKYY	Diamond cup
DZPKKK	Zenith cup
PXPRTS	Master mode, compete with all hidden cars
SDSSRT	Scorpion car
TRTTLL	Cobra car
NRNNRR	Cheetah car
YMSTTR	Panther car
WLLVDD	All codes

On player select screen do the following to open everything up. Left, Up, Right, Down, Z, R, Down, Left, Up, Right

STARCRAFT 64

Some brand new cheats to help keep your head above the stars - may the force be with you.

Cheat Menu

To access all of the cheats from the cheat menu off the options screen you first need to complete set tasks within the game:

All research



Saran wrap
Up, Right, Down

Cliffhanger
Right, Down, Left

Heel click
Down, Left, Up

Nothing
Right, Up, Left

Cordove
Left, Up, Right

Can Can
Down, Right, Up

Superman fender grab
Up, Left, Down

No riders
when selecting an event tap the C up button to bring up a code screen and enter NORID3RS to make everyone invisible.

Sheep racing
Bring up a code entry box again and then enter MUTTON as a code to race with sheep.

SUPER SMASH BROTHERS

Change costumes
Press any of the C Buttons whilst your on the character selection screen

Play in the Mushroom Kingdom
Complete the game with all eight characters

Play as Captain Falcon
Complete the game in less than 20 minutes and then beat the captain in the one on one battle that follows.

Play as Luigi
Complete all of the bonus levels with all the characters then beat Luigi in the battle that follows.

Play as Jigglypuff
Complete the game as any character and then beat Jigglypuff in the battle that follows.

Play as Ness
Complete the game with three lives on the normal setting without continuing and then beat Ness in the battle that follows.

SOUTH PARK

FUNCTION **CODE**
All cheats BOBBYBIRD

LEVEL SELECT THEEARTHMOVED

Invincibility ASSMAN

All weapons FATKNACKER

Unlimited ammo FATTERKNACKER

Skinny mode VEGGIEHEAVEN

Big head mode MEGANOOGGIN

Pen & ink mode PLANEARIUM

View credits SCREWYOUGUYS

All characters OMTGKKYB

Officer Barbrady ELVISLIVES

Mr Mackey CHEATINGISBAD

Philip PHAERT

Terrence RAFT

Mr Garrison DOROTHYSFRIEND

Chef LOVEMACHINE

Wendy CHECKATACO

Pip FISHNCHIPS

Ike KICKME

Mrs Cartman ALLWOMAN

Mephisto GOODSCIENCE

Jimbo STARINGFROG

Ned HAWKING

Big gay AIOUTRAGE

Alien MAJESTIC

Starvin Marvin SLAPUPMEAL

SOUTH PARK RALLY

Hidden Characters
Complete these tasks

Mr Garrison
Finish Rally Days 2 race

Mr Mackey
Finish Spring Cleaning race

Big Gay Al
Finish Pink Lemonade race

Mephesto
Finish 4th July race

Grandpa
Finish Halloween race

Jesus
Finish Christmas race
Satan
Finish New Years Day race

Ned
Finish 4th July race with Kyle

Damien
Finish Halloween race with Kenny

Visitor

Collect two pot pies in Memorial Day race

Ike
Collect the item on the plane wing in the Memorial Day race

Terrence/Phillip
Collect 4 Gold Cows on the Christmas Day Race

STAR WARS RACER

To enter the following codes, select a position marked 'empty' in tournament mode. When you reach the name entry screen, hold down Z and enter the letters of the code by using the L button to select each letter. Finally, select End and press L again before entering your name as normal. Enter all codes on the name entry screen.

Dual Control
Enter RRDUAL to race using two controllers. To do this, plug your controllers into ports 1 and 3 and use them to control the two separate engines.

Mirror Mode
RRTHEBEAST then enter the cheat menu to turn on the mirror option.

Debug Menu
RRDEBUG to access the debug option.

Invincibility
RRJABBA. Begin the game and when you reach the track, press Start to pause and press Left, Down, Right and Up on the D-pad to bring up the cheat menu. You now make yourself invincible to crashes only.

Play as Cy Yunga
RRCYYUN

Turbo Start
As the amber light and the number one are about to disappear, the accelerator for a boost.

Have Six Pit Droids
RRPITDROID. Visit Watto's shop and press Up, Down, Left, Right, Right, Up

Play as Jinn Reeso
RRJINNRE

Taunt Your Opponent
Hold Z as you press A to start the race.

Open All Cheats
Go to an empty spot in the tournament mode and open the debug menu. Using the same method of holding Z and pressing L to select the letters, enter the code

RRTANGENTABACUS before



selecting End with the L button. Start any race, pause the game and press Up, Left, Down, Right on the D-pad to access the cheat menu. All cheats are then open, including the edit pod stats menu allowing you to change your pod without buying parts.

STAR WARS

Fly the Tie Interceptor

Enter the password to pilot the Millennium Falcon and put in TIEDUP as another password. Go to the ship selection screen and highlight the Millennium Falcon and press up on the analogue stick.

Beggar's Canyon Level

Get a bronze medal or higher on all sixteen missions to pilot a T-16 Skyhopper through the Beggar's Canyon on Tatooine.

Death Star Trench

Get a silver medal or higher on all sixteen missions for the opportunity to fly down the Death Star trench.

Battle Of Hoth

Earn a Gold medal on all sixteen missions to pilot a snowspeeder in the battle of Hoth.

PASSWORDS

Infinite lives
IGIVEUP

View Credits

CREDITS

Alternate Radar

RADAR

Control AT-ST

CHICKEN

More A-Wings

ACE

View Movies

DIRECTOR

Millennium Falcon

FARMBOY

Music Test

MAESTRO

All power ups

TOUGHGUY

Open all levels

DEADDACK

Bearded man on screen

HARDROCK

Change V-Wing into Flying

Cadillac

KOELSCH

SHADOWS OF THE EMPIRE

For these cheats to work the game has to be on medium level. Start a new save slot on your controller pak and call it '_Wampa_Stompa' (each '_' represents a space). The name must be written correctly, including case, with one space before Wampa and two spaces between Wampa and Stompa. When you start the game, pause it, go to the options menu and set the controller type to traditional.

View end sequence

End your name as _Credits

Play as Wampa

On the "Escape from Echo Base" Level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-pad is used to control the new character, push Down to give him Hamill type scars.

Play as AT-AT

In the second round of the Hoth Battle, when the scout walkers appear press Left on the D-pad and C Right simultaneously, then push Up. The C Right button will then let you change camera views until you see the AT-AS. Use the D-pad to attack.

Play as Stormtrooper

Repeat the code to access the wampa, but keep pushing C Right until the Stormtrooper eventually appears.

Play as the Tie Fighter

This requires you to collect all the challenge points on the medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X Wing. If you hold C Right for another five seconds, you will now be flying a Tie Fighter.

Cheats Menu

This code grants you access to a multitude of menu options.

1. As usual use a game with the player's name as _Wampa_Stompa.
2. Begin playing on any of the levels and then pause the game.
3. Hold down all the C buttons, Z, L, R and the D-pad Left
4. Still holding these buttons, move the analogue halfway round to the left and hold it until you hear a sound.
5. Release the buttons, press them again and move the analogue stick halfway round to the right until you hear the sound again.

6. Repeat stages 3 to 5 twice more each. Pink text should appear at the top of the screen. Use L and R to change the options, some of them can be changed by pushing the control stick up and down. Press A to activate them.

SNOWBOARD KIDS

All characters, boards and courses

From the start screen enter the analogue stick Up, D-pad Down, D-pad Up, C Down Up, L, R, Z, D-pad left, C Right, analogue stick Up, B, D-pad Right, C Left.

Turbo Start

Tap A repeatedly when ready appears at the start.

Quicksand Valley

Get gold on courses 1 to 6.

Ninja Land

Get gold on silver mountain

Play as Ninja

Get gold on Ninja land

Silver Mountain

Get gold on Quicksand Valley

STAR SOLDIER

Extra options

Complete the game on the regular setting and you will get access to a level select and an option preview enemy ships.

SPACE STATION: SILICON VALLEY

Alternate Introduction Sequence

Hold A or B and power on the N64 to view two different introduction sequences after the DMV man appears.

Asteroid Bonus Level

Press Down, Up, Z, L, Down, Left, Z, Down whilst at your level selection.

Gold Evo

Collect all 390 metal orbs to turn Evo gold on the last level.

World Codes

Enter these codes on the level select screen to open the desired world.

Euro Eden

Up, Down, L, Z, Down, Up, Z, Down

Arctic Kingdom

Up, Down, Z, L, Down, C Right, Z, Down

Jungle Safari

Up, Down, L, Z, Down, C Left, Z, Down

Desert adventure

Up, Down, L, Z, Down, Left, Z, Down

Control Room

Up, Down, L, Z, Down, Right, Z, Down

SUPERMAN

Level Select

Complete the first level and save the game before quitting. Go to load game and when it asks you to put in the rumble pack, hold L and B for a few seconds then press A whilst still holding the buttons. If you've done it correctly, a level select screen will appear.

Become a Car

Enter Practice mode and pick up the car near the start. Fly through all the rings around the LexCorp building and you'll end up in the car, meaning you can drive it around the city!

TARZAN

Level Select

To access all levels press, Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down on the main menu screen. At the very bottom of the selections screen a cheat menu will appear.

TOY STORY 2

At the options screen, press Up four times, Down twice, Up twice and Down three times on the D-pad to unlock the level select option. A weird sheep noise will confirm the cheat.

TOP GEAR RALLY

Enter these cheat quickly when the Kemco screen appears after switching/or resetting the machine.

Acid mode

During Play, push C Down, Z, B, Up, Up, Right.

All Tracks

When the Kemco logo appears quickly press A, Left, Left, Right, Down Z.

Access all Cars

Enter the code and then go to Arcade mode to see the cars. A, Left, Left, C Down, A, Right, Z

Alternate Credits

On the options screen, select the credits icon and press Left, C Down, Right, Down, Z.

Helmet Car

Up, Up, Z, B, A, Left, Left on Arcade

mode.

Mirror course

Mirror course are selectable after completing all the seasons and accumulating a certain number of points in championship mode.

Mirror Cars

Complete all six seasons of the fifth year and press C Down on the car select screen to give your car a chrome paint job.

View Strip Mine

Go to the credits icon on the options menu and press Left, C Down, Right, Down and Z.

Strip Mine Course

Finish season six in first place in all races.

Change Car colours

Hold down L, R and all four C buttons on the car select screen, then move the D-pad up or down. Once you've done that you can change the car colours by holding the L and R buttons and up or down on the D-pad, then pressing any of the C buttons.

Bonus Cars

Complete the following seasons to access displayed cars:

SEASON & CAR

2 Type CE
(Toyota Celica) & Type IP
(Isuzu P)

3 Type M3
(BMW M3) & Type SP
(Toyota Supra)

4 Type NS
(Nissan Skyline) & Type RS
(Ford RS 200)

5 Type Ps
(Porsche 959)

Mirror Milk Truck and Helmet Car

TOP GEAR OVERDRIVE

Bonus Cars

Complete all six of the racing seasons to unlock three hidden cars: Weenie With Pickle, Nintendo car, Moving Nintendo Logo on wheels.

Cheat Codes

Enter these codes by going to the main menu and pressing the Z button while lining up the cursor with the relevant (where championship is one and credits is four). Example: open the Alternate credits by lining up the cursor with Set up, Set up, championship and then versus, pressing the Z button each time.

Alternate Credits

3, 3, 1, 2



not nintendo

Christmas is a coming, and – if you are anything like us – you'll end up leaving the present-buying until the very last minute. During that rush to buy anything you can for your family and friends with just one rather tattered five pound note, an old-style 10p and some foreign coins you had left over after your last holiday, it's often difficult to find the perfect gift, so this year, let us help! Contained within the next few pages of Not Nintendo are details of all the cool products that our specially trained Elves have dug up just in time for Christmas...

Gooze

A strange concept for a toy when you think about it! Something that is gooey, slimy and can be stretched, moulded and even bounced! "What is this remarkable toy?" we hear you cry and we cry back: "It's called Gooze!" Kids love messing around with messy things and if there is anyone you know who loves to play with a versatile transparent compound that comes in a range of six colours and in a variety of crazy canisters then this will be just the medicine for them. Just make sure they don't put any of it in their mouth! Priced around £6.99 you can find Gooze in a toyshop not a million miles from where you live!



Young Justice



Superheroes, are they all they're cracked up to be? Superman, Batman, Spiderman... they all have their faults – and even dark pasts – but anyone who has seen the excellent movie *Mystery Men* will know that some superheroes are not the most impressive of people. In fact if you have seen *Mystery Men*, then this graphic novel from Titan Books will be exactly the antidote you need to those cape-flapping, masked fools! Wickedly funny and very satisfying, *Justice League* is all about a group of young superheroes who are arrogant, idiotic and inept and live in a world where heroes are created and promoted rather than born. If they are the future of crime fighters then heaven help us all! The humour is clever and also daft enough to capture anyone's imagination. Read it, laugh, and then file under "Worthwhile purchase". Priced £10.99.



Rocket

They say that 'a dog is for life and not just for Christmas', which is damn fine advice, but with technology the way it is at the moment, you can now buy a dog that will last even longer than that! From the popular plaything people, Fisher Price, comes a cyberpet so adorable and easy to use that it will be impossible to resist! Rocket

comes with headphones and a microphone so that you can give him voice commands! He eats, sleeps, barks, pants, does tricks and many other things that will make other people go "Aah!

How cute". Plus he doesn't need house-training so he won't go leaving any little 'presents' on your favourite rug! Rocket is priced at around £100, and once you've got him you needn't worry about food – all he's gonna need is new batteries!



ndo!

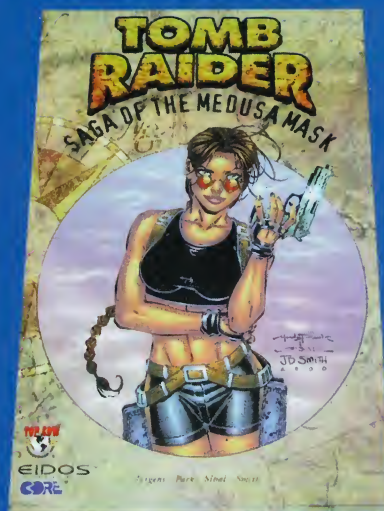


Tomb Raider

87

Who here likes *Tomb Raider* and looks forward to the forthcoming movie? Can I see a show of hands please? Wow, that many? Well, if that's the case, then this new graphic novel called *Saga of the Medusa Mask* should please a fair few of you out there! In

this adventure Lara Croft must battle her way through more enemies and even more old caverns than ever before! The book is packed with action, thrills and even has some startling revelations to put to you before the final page is turned! If you cannot wait until the movie then this should more than fill the gap! Search for it with a gun and a flaming torch from any comic store for £8.99.



Wuv Luv

Imagine, if you would, a huge Furby that could give birth and then interact with its offspring! If you can imagine this then you are halfway to understanding just what a Wuv Luv is! These things crave attention and love to be loved and if you play with them for long enough the furry fellows sing, laugh, chatter and eventually give birth. This toy has to be the most extraordinary way of introducing children to the magic of childbirth (and the most disturbingly misleading too!) Once the baby has been born the mother and child begin to interact with each other, talking to one another and singing songs (we kid you not). If you have

£29.99 that you want to spend on something that will reciprocate your love then this cute toy should be purchased from the nearest toy shop as quickly as possible!



Lego

One of the world's most popular toys is still going strong with even more types of construction set. With the success of their *Star Wars* toys, *Lego* has now introduced the Lucas mythology into its *MindStorms* range. The *Dark Side Developer Kit* allows

you to create various types of droids or machines that can be moved by a microcomputer which acts as the brain of the robot. You can create anything from a small

Stomper right up to an AT AT!

Of course, if you are more of a hard-edged model-builder then take a look at *Lego Technics Silver*



Champion which is an incredible 65cm long! Build it up and race it against other R/Cs. It's long, sleek, moves like lightning and can even be rebuilt into a massive truck! Good Golly! (There's a phrase no-one has used in a while,

apart from possibly Little Richard).

Available from all good toy shops and for more information log on to www.LEGO.com!

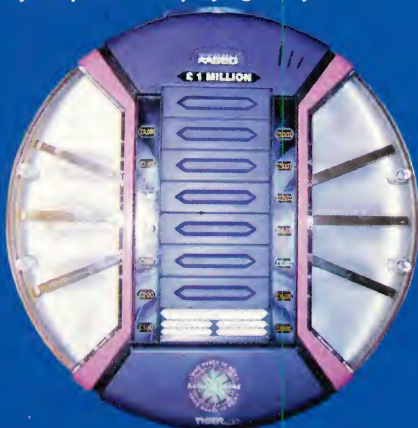


Who Wants To Be A Millionaire

Okay, so it's a stupid question, we know for a fact that we wouldn't mind winning a cheque with a one and six zeros on it but until that rather unlikely event happens, we'll have to make do with this new electronic game from Tiger! Now you can bring *Who Wants To be A Millionaire* straight into your living room with this huge circle of fun!

With flashing lights, music from the show, and even the soft voice of Chris Tarrant himself, this rather smashing game is just like being on the show. All the features from the programme are included

(50:50, Phone A Friend and Ask The Audience) and there are 1500 questions to task the little grey cells. So... if you want to win a million then spend £34.99 at any good toy shop and start playing today!



Walking With Dinosaurs

Boom Boom aka lak a lak a boom, Boom Boom aka lak alak Boom! Unfortunately, these toys have nothing to do with the Was Not Was song from the Eighties (not that we can think of any way you could possibly make a toy from the song). They are in fact based upon the hit BBC series that brought you face-to-face with the dinos themselves. Thanks to these realistic new figures from Toyway, you can read the information on the back to see just what the creature was capable of and then use them to trash a Lego village and eat the tiny Lego people! Pop to your local toy shop and pick up your own T-Rex today, priced around £5.99.



Scooter

Scooters are a lot like raindrops at the moment: they're around everywhere and are beginning to flood the streets. Even the our office is littered with the things! To put it another

way, did you ever see that *Star Trek* episode 'The Trouble with Tribbles'? For those of you who have still to make a decision as to which type of scooter you want, then take a look at this one for £69.99 from Olop Leisure. It's called the XT500 Bflash scooter and has a strong yet lightweight frame, which means it will take quite a bashing, but not strain your back as you try to pick it up. It comes in three colours, silver, red and blue, and is recommended for anyone over the age of six! If that has tickled your fancy then pop down to Woolworths and pick one up, or ring (01803) 201972 for other stockists.



WWF: Stone Cold Steve Austin/Undertaker

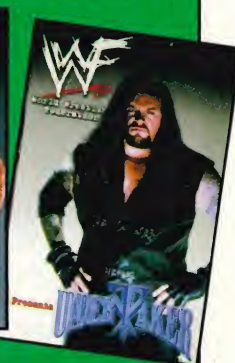
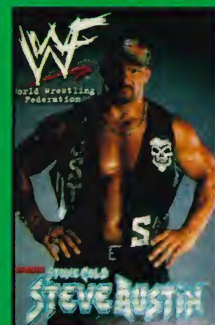
Do you like big men who grapple with each other, pretend to make each other bleed and act all tough 24/7? If you, do then you might be really interested to discover that two of your favourite characters have been brought to life on the pages of two graphic novels named after them! God bless good old Titan Books, eh?

STONE COLD STEVE AUSTIN

Riding into a small nowhere town with a giant problem, Mr Stone Cold discovers that he, despite his nonchalant attitude, must save the town from the evil within. Much opening cans of whup-ass and feigned injuries ensue!

UNDERTAKER

Scary guy, wears black, not very nice, has to defend Hell's prison, gory monsters, book of the dead, everyone's out to get him! Is that enough information for you? Good! Both books are priced at £9.99, are surprisingly entertaining and can also be used to stop tables wobbling.



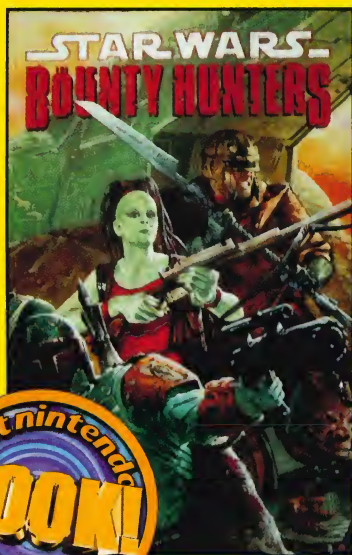
Beep and Bopp

Are you interested in owning your own remote control robot that can interact with other similar robots? If you are, then you're either a Bond villain or someone who likes robots. Even if you are neither of these, we're sure that Beep And Bopp will appeal to anyone who likes crazy stuff in general! They spin, have wobbly arms and legs and even speak to each other in their own weird language! Made by Tomy and aimed at the younger person, Beep and Bopp are priced at the out-of-this-world tag of £17.99. Hunt them down in something similar to a toy shop!



Star Wars: The Bounty Hunters

Surprise, surprise! It's another month of graphic novels and it was no real shock for us to see a *Star Wars* one in amongst the pile! This one is about the exploits of those bounty hunters who roam the universe looking for their own particular brand of cash and carry! There are four tales in this book, and one of them features everyone's favourite mercenary, Boba Fett. If you fancy a harder edge to your *Star Wars* stories then *The Bounty Hunters* should be your next visual port of call! Once again, let's thank all the nice people at Titan Books for their £12.99's worth of illustrated mayhem!



MCD Musical Keychains

Fancy music on the go but you don't have a portable CD player or minidisc? Then look no further than the MCD Musical Keychains from Vivid Imaginations! For a paltry £7.99, these musical masterpieces give you a song from any of a number of top pop bands, including Five, Bewitched, Britney Spears and TLC. Every keyring plays the whole song from beginning to end and considering how small they are you get quite decent volume from them! Ring (01702) 200660 for stockist information.



WIN

Something From Roy's Grotto!

Deep in the bowels of 64 MAGAZINE's office is a strange yet beautiful place! It's only a story of course, but legend has it that Roy likes to stash all of the goodies from the Not Nintendo section there to keep for a rainy day! Well, luckily for you: it's raining! Over the past couple of issues, we have displayed on these pages a whole host of gadgets, toys and trinkets that have just accumulated in Roy's Grotto and is now it's fit to burst. It looks as though we have to get rid of them now, and this is where you lot come in. If you fancy winning something from the collection of goodies we've got, then simply answer the question below, and if you are one the luckily few who get pulled out of the oversized Santa hat you'll be sent a prize from the Grotto. It's pot-luck, so there is no idea what you might win, but if you have been reading Not Nintendo, then you will have a rough idea what could be winging it's way to you sometime in the New Year! Fancy taking a chance to win anything from a graphic novel to a snakeboard (remember, they have already had one careful owner!) If you do, then answer the following question:

Which miserable *Dr Suess* character plans to completely ruin Christmas for the good people of Whoville?

Is it...

- A) EVIL DR SWINEFACE
- B) THE GRINCH
- C) THE CAT IN THE HAT

Send your answers into:
I Want What You Got Compo,
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All entries must get here by 28 December 2000 and any that arrive late will be covered in gravy and eaten for our Christmas dinner!

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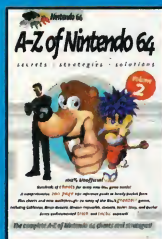
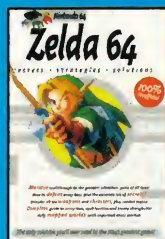


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NINDEX

The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, allowing you to compare different games at a glance.

If you want to get the low-down on any N64 game that's been covered in a previous issue then this is your one-stop buyer's guide. The Nindex is updated each month, and every issue we'll be re-evaluating games from past issues to see just how well they compare to the latest N64 titles. If you need game info then this is where to look!

NINDEX KEY

Game Name	Self-explanatory really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

90% AND ABOVE

If a game gets a 64 Sizzler then it's a game that's well worth buying.

95% AND ABOVE

The Gold Medal Award only goes to those few games that you absolutely *must* own!



GENRE DESCRIPTION

ADVENTURE Games involving exploration and problem-solving

BEAT-'EM-UP Fighting games, rather obviously!

PARTY/PUZZLE Designed for multiple players, or a brain teaser






PLATFORM Games that involve precise jumps and acrobatics

RACING Mostly (but not always) involving cars racing each other

SHOOT-'EM-UP The main objective? Kill 'em all!

SPORTS Football, basketball, American football, golf... whatever you're into

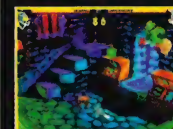
STRATEGY/SIMULATION Games that test your brain rather than your reflexes

Game Name	Company	    	Issue	Score	Comment			
1080° Snowboarding	Nintendo	1-2	●	17	82%	The best snowboarding game on any machine!		
40 Winks	GT Interactive	1-2	● ● ● ●	32	69%	Decent but unoriginal platformer with some annoying gameplay flaws.		
A Bug's Life	Activision	1	● ● ● ●	29	50%	Mediocre movie licence aimed at younger players.		
Aero Fighters Assault	Video System	1-2		●	15	20%	Abysmal, sluggish air combat 'game'.	
Aero Gauge	ASCII	1-2	●	●	15	40%	Slow and unplayable Wipeout rip-off.	
Airboarder	Human	1-2	● ●		14	73%	Hoverboard game of mixed playability.	
All-Star Baseball '99	Acclaim	1-4	● ●	●	16	84%	Good but bugged hi-res baseball game.	
All-Star Baseball '2000	Acclaim	1-4	● ● ● ●		27	85%	Improved version of the above.	
All-Star Baseball 2001	Acclaim	1-4	● ● ●		40	85%	Another great version of this baseball game, only on import though!	
All-Star Tennis '99	Ubi Soft	1-4	●	●	24	70%	Not entirely successful 'real' tennis game.	
Armored: Project Swarm	Acclaim	1-4	● ● ● ●		34	81%	Turbo-based alien blaster – good but slightly outdated.	
Army Men: Air Combat	3DO	1-4	● ● ●		45	69%	Fairly nice airborne action, shame about the appalling graphics!	
Army Men: Sarge's Heroes	3DO	1-4	● ● ● ●		35	74%	Decent 3D shooter let down by duff camera and controls.	
Asteroids Hyper 64	Crave	1-4		●	●	36	42%	Hard-to-play and unnecessary Asteroids update.
Augusta Masters '98	T&E Soft	1-4	●		17	25%	Thoroughly nasty attempt at a golf game.	
Automobili Lamborghini	THE Games	1-4	● ●	●	8	68%	Four-player racer, but not realistic or thrilling.	
Banjo-Kazooie	Nintendo	1		●	●	16	90%	Excellent (if slightly easy) adventure.
Bassmasters 2000	THQ	1-2	● ●		36	84%	Surprisingly playable fishing game.	
Batman Of The Future: Return Of The Joker	Ubi Soft	1	● ● ● ●		46	65%	Fairly bland beat-'em-up which doesn't offer anything particularly new.	
Battletanx	3DO	1-4	● ●		26	78%	Doesn't look like much, but it's a good multiplayer blast!	
Battletanx: Global Assault	3DO	1-4	● ●		37	88%	Much improved graphics, more tanks and better combat!	
Battlezone: Rise Of The Black Dogs	Crave	1-4	● ● ● ●		37	69%	Graphically disappointing but fun shooter with a mixing of strategy.	
Beetle Adventure Racing	EA	1-4	● ●	●	25	83%	Fantastic mix of racing and exploration. With VW Beetles.	
Bio Freaks	GT Interactive	1-2	● ●	●	19	82%	Ultra-violent futuristic fighter with lots of gore.	
Blast Corps	Nintendo	1	●		●	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Blues Brothers 2000	Virgin	1-2	● ●	●	43	79%	Amusing, fairly challenging platform adventure that fails to thrill.	
Body Harvest	Gremlin	1		●	●	20	82%	Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4	●		●	9	80%	Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1			●	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4	●			12	65%	Sub-par Japanese wrestling game.
Brunswick Circuit Pro Bowling	THQ	1-6	●			45	55%	A bowling game... with skittles, balls 'n' stuff.
Buck Bumble	Ubi Soft	1-2	● ●	●	18	82%	Weapon-filled insect shooter with bad fogging.	
Bust-A-Move 2	Acclaim	1-2	●		●	15	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4	● ●	●	22	90%	As BAM2, but now for four players!	
California Speed	Midway	1-2	● ●		26	45%	Tragically bad sequel to Cruis'n USA and World.	
Carmageddon 64	SCI	1-2	● ●	●	35	0%	Yes, zero percent! Absolutely the worst N64 game ever!	
Castlevania	Konami	1	●		●	24	85%	Spooky vampire adventure, let down by dodgy camera.
Castlevania: Legacy of Darkness	Activision	1	● ● ● ●	●	37	86%	Very similar to the first game but great fun all the same!	
Chameleon Twist	Ocean	1-4			●	10	64%	Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1	● ●	●	23	75%	More of the same, and still too easy.	
Charlie Blast's Territory	THE Games	4		●	●	29	68%	Odd puzzle game with a good multiplayer mode.
Chef's Luv Shack	Acclaim	1-4			●	34	69%	South Park version of Mario Party – more a renter than a buyer.
Chopper Attack	GT Interactive	1		●	●	18	70%	Modding Desert Strike-style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2			●	8	8%	The second-worst game on the N64 after Carmageddon!
Command & Conquer	Nintendo	1		● ●	●	30	90%	Graphically updated and still ultra-playable strategy game.
Cruis'n USA	Nintendo	1-2			●	10	22%	Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4		●	●	18	23%	A sequel that's nearly as bad as the original!
Cyber Tiger	EA Sports	1-2	● ●	●	37	83%	A fun little golf game with some nice features!	
Dalkatana	Kemco	1-4	● ● ● ●		38	84%	An intelligent first-person shooter – whatever next!	
Dark Rift	Vic Tokai	1-2	●		●	4	47%	Bland and derivative fighter offering nothing exciting.
Destruction Derby	THQ	1-4	● ●	●	34	74%	Fun but short-lived car smashing racer.	
Diddy Kong Racing	Rare	1-4	● ●	●	7	84%	Fun mix of racing and exploration.	
Donald Duck: Quack Attack	Ubi Soft	1	● ● ● ●		46	85%	Disney's Duck gets his back-up in this amusing but tricky platform adventure.	
Donkey Kong 64	Nintendo	1-4		● ● ●	34	83%	Huge platform adventure that's like Banjo, only more so.	
Doom 64	GT Interactive	1	●		●	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1				3	30%	Snoozesome Japanese Mario clone for kids.

OUR TOP TEN!

93

1: TOM AND JERRY



2: PERFECT DARK



3: STARCRAFT 64



4: GOLDENEYE



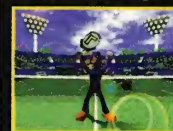
5: ZELDA



6: WORMS



7: MARIO TENNIS



8: WWF NO MERCY



9: TONY HAWK'S



10: ISS '98



64 TOP SHOOT-EM-UPS



- 1 Perfect Dark 98%
- 2 Goldeneye 95%
- 3 Quake II 93%
- 4 Vigilante 8: Second Offense 92%
- 5 Turok 3 Shadow of Oblivion 92%

64 TOP FIGHTING GAMES



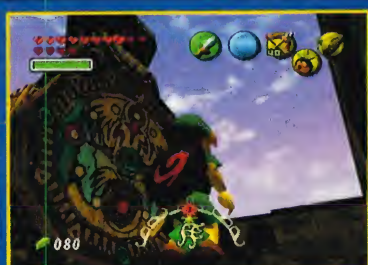
- 1 Tom and Jerry 95%
- 2 WWF No Mercy 95%
- 3 WWF Wrestlemania 2000 93%
- 4 Super Smash Bros 87%
- 5 WWF Warzone 86%

Game Name	Company	Issue	Score	Comment
Dual Heroes	Hudson	2	18%	Appalling fighter that offers no challenge whatsoever.
Duck Dodgers In The 24th & A Half Century	Infogrames	1	85%	Humorous cartoon escapade with Buck Rodgers' feathered alter-ego.
Duke Nukem 64	GT Interactive	1-4	81%	Good conversion of the PC one-liner.
Duke Nukem: Zero Hour	GT Interactive	1-4	89%	Fine alien blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1	87%	Thoroughly mad and highly entertaining platformer.
ECW Hardcore	Acclaim	1-4	64%	Rather disappointing wrestling game, not up to the usual Acclaim standard.
EPGA Tour Golf	Infogrames	1-4	67%	Slow and clumsy golf sim.
Excitebike 64	Nintendo	1-4	94%	Motorcycle racing has never been so good!
Extreme G	Acclaim	1-4	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2	94%	Excellent, though very hard, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2	90%	Slightly faster sequel, but not really a big advance.
FIFA 64	EA Sports	1-4	19%	A travesty of The Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4	89%	Best of the FIFA series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4	80%	Vastly better than FIFA 64, but now replaced by FIFA '99.
Fighter's Destiny	Ocean	1-2	80%	One of the better N64 fighters.
Fighter's Destiny 2	Southpeak Interactive	1-4	78%	Above average beat-'em-up offering nothing new over the original.
Fighting Force 64	Crave	2	62%	Past-it PlayStation port.
Flying Dragon	Interplay	1-2	78%	Fun fighting game, though it's not exactly Street Fighter!
Forsaken	Acclaim	1-4	86%	A kind of turbo Descent – good, but some levels very short.
F-Zero X	Nintendo	1-4	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2	62%	Jerky, mediocre game with a fighter creation mode.
Gauntlet Legends	Midway	1-4	82%	Worthy update of the arcade classic, with a few minor flaws.
Gex: Enter The Gecko	GT Interactive	1	80%	Lizardy platformer that spoofs films and TV shows.
Gex 3: Deep Cover Gecko	Crave	1	73%	Competent but utterly unoriginal platform sequel.
The Glory Of St Andrews	Seta	1-4	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4	95%	The best multiplayer game on N64! Great for lone players too.
GT 64	Ocean	1-2	64%	Clunky, unrealistic and dull racing game.
Harvest Moon	Natsume	1	84%	Farming fun with this mad RPG – and it's pretty good!
Hercules	Titus	1	80%	Challenging adventure with a few flaws and some nice scenery.
Hexen	GT Interactive	1-4	30%	Completely crap port of the PC Doom-with-wizards title.
Holy Magic Century	Konami	1	54%	Attractive, but repetitive, junior RPG with too many random battles.



TEST OF TIME

With *Zelda 2* in for review this month, we focus on the issue in which we reviewed the first N64 *Zelda* title. Has it managed to stand the test of time? Do you really have to ask?



Legend Of Zelda

Nintendo • £49.99
Original Rating: 98%

It was such a long time in coming... but then it finally arrived and we all worshipped at the feet of that gaming God Mr Miyamoto. Quite simply the most immersive adventure ever seen, this game had PlayStation owners crying into their cornflakes – and still does! If you haven't played it yet – buy it now! Now! Go on! Get it!

Score:

96%



V-Rally '99

Infogrames • £39.99
Original Rating: 69%

This was one of the best racing games on the PlayStation, so we had very high hopes for the N64 version. Unfortunately, what we effectively got was a rather 'muddy'-looking PSX port which didn't offer Nintendo owners anything remotely new. Now, getting on for two years later, there's really nothing to keep you coming back to it.

Score:

60%



Wipeout 64

Midway/THE Games • £49.99
Original Rating: 80%

Another popular PlayStation game that finally made its way to the N64, *Wipeout* was unfortunate enough to come up against the rather super *F-Zero X*. It had a few problems which are still apparent today – such as a slightly duff four-player mode – but the game is still great fun and well worth a look if you haven't tried it out before.

Score:

80%

Game Name	Company	Issue	Score	Comment
Hot Wheels Turbo Racing	EA	1-2	35	60% Easy and rather dull kid-oriented racer.
Hybrid Heaven	Konami	1-2	32	81% Interesting sci-fi adventure let down by a few rough edges.
Hydro Thunder	Midway	1-4	38	88% Another great N64 racing game, but this time with boats instead of cars!
Iggy's Reckin' Balls	Acclaim	1-4	17	83% Odd mix of racer and platformer that's quite good fun.
Indy Racing 2000	1-2		43	79% Incredibly fast racing game which is, sadly, slightly flawed.
In-Fisherman Bass Hunter 64	Take 2	1-2	33	84% Oddly compelling fishing sim, but not for everyone.
International Track and Field: Summer Games	Konami	1-4	39	90% Classic button-bashing sporting action on your N64 - joypads beware!
ISS 2000	Konami	1-4	44	90% Fantastic footie fun but not really any better than ISS '98.
ISS 64	Konami	1-4	3	93% Excellent footy game, now bettered by ISS '98.
ISS '98	Konami	1-4	18	95% The best football game ever. Fact!!
Jeremy McGrath Supercross 2000	Acclaim	1-4	41	79% Above-average off-road motorcycle racing.
J-League Dynamite Soccer	Imagineer	1-4	6	44% Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4	8	60% Another J-League game with comedy players.
J-League Perfect Striker 2	Konami	1-4	31	88% Japanese ISS update that offers very few new features.
Jeopardy!	Take 2	1-3	14	30% Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4	33	90% Huge all-action adventure game.
John Madden 64	EA Sports	1-4	8	76% Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4	29	70% Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2	3	70% Rare-produced fighter where button-hammering beats skill.
Kirby 64: The Crystal Shards	Nintendo	1-4	40	86% Madcap cartoon platform action - Japanese-style!
Knife Edge	THE Games	1-4	22	26% Mind-numbingly boring on-rails shooter.
Knockout Kings 2000	EA Sports	1-2	33	90% Highly playable boxing sim featuring genuine fighting legends.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1	21	96% Nintendo's tour de force - one of the best games ever written!
Lode Runner	Infogrames	1	28	82% Tough mix of platformer and puzzle game.
Lego Racers	Lego	1-4	34	76% Simple, kid-oriented racer with customisable cars.
Let's Smash	Hudson	1-4	21	90% Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4	5	87% N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2	7	70% Run-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4	31	80% Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2	24	65% Tetris with Mickey Mouse. Stunning. (Note the sarcasm.)
Mario Golf	Nintendo	4	29	88% Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4	3	78% Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4	24	80% Fun but simple multiplayer party game.
Mario Party 2	Nintendo	1-4	37	81% More of the same, so if you liked the original...
Mario Tennis	Nintendo	1-4	44	92% Top tennis action from Mario and his crazy mates!
Michael Owen's WLS 2000	THQ	4	31	90% Excellent football game with hi-res graphics as standard.
Micro Machines 64 Turbo	Codemasters	1-8	23	90% Superb eight-player (yes, eight) party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2	30	40% Humdrum baseball game that pales alongside All-Star Baseball.
Milo's Astro Lanes	Interplay	1-4	33	73% Oddball bowling game set on alien planets.
Mischief Makers	Nintendo	1	7	82% Strange but enjoyable old-school 2D platformer.
Mission: Impossible	Infogrames	1	18	48% Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1	9	46% Risible attempt to add platforms to the Mortal Kombat franchise.
Monster Truck Madness	Take 2	1-4	31	54% Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2	19	80% Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2	3	32% Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2	5	52% Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1	13	80% Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2	29	85% Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2	20	52% Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4	10	65% Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4	16	85% Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4	5	45% Rubbishy arcade conversion full of silly power moves.
NBA In The Zone 2000	Konami	1-4	39	70% Another fairly average basketball game with a few nice ideas.
NBA Jam '99	Acclaim	1-4	22	83% Good basketball game that doesn't stand above its competitors.
NBA Jam 2000	Acclaim	1-4	35	84% One of the best N64 basketball games.
NBA Live 2000	EA Sports	1-4	36	75% Ordinary basketball game with a few nice gimmicks.

64 TOP ADVENTURE GAMES



- 1 Zelda 96%
- 2 Resident Evil 2 94%
- 3 Silicon Valley 87%
- 4 Castlevania 2 86%
- 5 Castlevania 85%

64 TOP PLATFORM GAMES



- 1 Rayman 2 94%
- 2 Donkey Kong 64 93%
- 3 Super Mario 64 92%
- 4 Rocket Robot On Wheels 91%
- 5 Shadow Man 90%

64 TOP 4-PLAYER GAMES



- 1 Perfect Dark 98%
- 2 Goldeneye 95%
- 3 ISS '98 95%
- 4 WWI No Mercy 95%
- 5 Worms: Armageddon 91%

64 TOP RACING GAMES



- 1 F-1 World Grand Prix 94%
- 2 F-1 World Championship 94%
- 3 Ridge Racer 64 91%
- 4 Micro Machines Turbo 64 90%
- 5 F-Zero X 90%

64 TOP SPORTS GAMES



- 1 ISS '98 95%
- 2 Tony Hawk's Skateboarding 94%
- 3 ISS 64 93%
- 4 Mario Tennis 93%
- 5 Michael Owen's WLS 2000 92%

64 TOP GAMEBOY COLOR TITLES



- 1 Tomb Raider 97%
- 2 Lemmings 93%
- 3 TOCA: Touring Car 92%
- 4 Daikatana 92%
- 5 Cool Bricks 90%

Game Name	Company	Icons	Issue	Score	Comment
NBA Live '99	EA Sports	1-4 ● ● ●	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4 ● ● ●	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4 ● ● ●	27	59%	Highly disappointing basketball title.
NBA Showtime: NBA On NBC	Midway	1-4 ● ● ●	42	78 %	Yet another average basketball game.
NFL Blitz	GT Interactive	1-2 ● ● ●	22	85%	American football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4 ● ● ●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4 ● ● ●	21	89%	Updated and improved version of <i>NFL QBC '98</i> .
NHL Quarterback Club 2000	Acclaim	1-4 ● ● ●	34	90%	The best American football game you can buy.
NHL '99	EA Sports	1-4 ● ● ●	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4 ● ● ●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4 ● ● ●	25	74%	Almost identical to <i>Breakaway '98</i> , so out of date!
Nightmare Creatures	Activision	1 ● ● ● ●	24	55%	Dog-rough attempt at a horror game.
Nuclear Strike	THQ	1 ● ● ● ●	42	80%	Fun shoot-'em-up that looks a little dated now.
Off-Road Challenge	GT Interactive	1-2 ● ● ●	17	27%	Based on <i>Cruis'n USA</i> , and nearly as bad!
Ogre Battle 64	Nintendo	1 ● ● ● ●	31	77%	Intriguing strategy/RPG scuppered by reams of Japanese text.
Olympic Hockey '98	GT Interactive	1-4 ● ● ●	12	70%	Tepid reworking of <i>Wayne Gretzky</i> with Olympic teams.
Paperboy	Midway	1 ● ● ● ●	34	41%	Horribly ill-conceived attempt to update a classic arcade game.
Penny Racers	THQ	1-4 ● ● ●	23	66%	Slow and annoying toy racer with a track-building mode.
Perfect Dark	Rare	1-4 ● ● ●	41	98%	The best shoot-'em-up the world has ever seen!
Pilotwings 64	Nintendo	1 ● ● ● ●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.
Pokémon Snap	Nintendo	1 ● ● ● ●	45	90%	The N64's first shoot-'em-up without any guns in it!
Pokémon Stadium	Nintendo	1-4 ● ● ●	39	88%	Batter insufferably cute monsters to death in gladiatorial-style arenas!
Premier Manager 64	Gremlin	4 ● ● ● ●	29	85%	Surprisingly engrossing footy management sim.
Puyo Puyo Sun 64	Compile	1-2 ● ● ● ●	8	89%	Simple but horribly addictive <i>Tetris</i> -style puzzler.
Puzzle Dama	Konami	1-4 ● ● ● ●	16	80%	Similar to <i>Puyo Puyo</i> , but not quite as good.
Quake	GT Interactive	1-2 ● ● ● ●	13	74%	Slightly disappointing PC conversion, which only supports two players.
Quake II	Activision	1-4 ● ● ● ●	30	93%	Excellent shoot-'em-up with a superb multiplayer game.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2 ● ● ● ●	25	87%	Easier to get into than <i>F-1 WGP</i> , and nearly as good.
Rainbow Six	Take 2	1-2 ● ● ● ●	34	90%	Excellent, complex and tactical first-person shooter.
Rakuga Kids	Konami	1-2 ● ● ● ●	21	79%	Quirky fighter for younger gamers – not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3 ● ● ● ●	26	25%	Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3 ● ● ● ●	13	38%	Boring conversion of a dull old arcade game.
Rat Attack	Mindscape	1-4 ● ● ● ●	42	82%	Manic retro-style arcade action that's great in multiplayer.
Rayman 2: The Great Escape	Ubi Soft	1 ● ● ● ● ●	33	94%	Graphically gorgeous platform game with a lot of challenge.
Ready 2 Rumble	Midway	1-2 ● ● ● ●	34	75%	Unsuccessful N64 port of the much better Dreamcast game.
Resident Evil 2	Virgin/Capcom	1 ● ● ● ● ●	35	94%	Fantastic (and gory) zombie-filled adventure.
ReVolt	Acclaim	1-4 ● ● ● ●	30	80%	Genuinely enjoyable radio-controlled car racer.
Ridge Racer 64	Nintendo	1-4 ● ● ● ●	38	91%	The best version of <i>Ridge Racer</i> so far & the hottest racing game on the N64!
Road Rash 64	THQ	1-4 ● ● ● ●	34	78%	Looks hideous, but plays surprisingly well.
Roadsters	Titus	1-4 ● ● ● ●	33	86%	Crisply-drawn and fun, if unoriginal, sports car racing game.
Robotron 64	GT Interactive	1-2 ● ● ● ●	17	78%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rocket: Robot On Wheels	Ubi Soft	1 ● ● ● ● ●	34	91%	Weird platform adventure with realistic physics.
Rugrats Treasure Hunt	THQ	1-4 ● ● ● ●	30	44%	Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2 ● ● ● ●	22	80%	<i>SF Rush</i> sequel – better handling, but less exploration.
San Francisco Rush	Midway	1-2 ● ● ● ●	9	70%	Racer with lots of stunts and secrets, but terrible controls.
San Francisco Rush 2049	Midway	1-4 ● ● ● ●	46	90%	The third – and best – racer in the Rush series!
SCARS	Ubi Soft	1-4 ● ● ● ●	21	81%	Good multiplayer racer, but doesn't have many tracks.
Shadowgate 64	THE Games	1 ● ● ● ● ●	39	45%	Brain-grindingly boring adventure with no action.
Shadow Man	Acclaim	1 ● ● ● ● ●	30	90%	Huge, engrossing and tough adult-themed adventure.
Shadows Of The Empire	Nintendo	1 ● ● ● ● ●	1	58%	<i>Buff Star Wars</i> tie-in made up of (mostly dodgy) sub-games.
Sim City 2000	Imagineer	1 ● ● ● ● ●	12	60%	Japanese text-filled version of the old PC game.
Snowboard Kids	THE Games	1-4 ● ● ● ●	11	83%	Fun comedic snowboard game with lots of special weapons.
Snowboard Kids 2	Atlus	1-4 ● ● ● ●	26	80%	Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4 ● ● ● ●	23	64%	Iffy fast-luck licence based on the <i>Turak 2</i> game engine.
South Park Rally	Acclaim	1-4 ● ● ● ●	35	73%	Ingenious, but poorly-done, twist on a standard racing theme.
Space Station: Silicon Valley	Take 2	1 ● ● ● ● ●	20	87%	Bizarre but engrossing adventure full of robot animals.

Game Name	Company	Icons	Issue	Score	Comment
Starcraft 64	Nintendo	1-2	42	95%	The ultimate in real-time strategy games!
Starshot: Space Circus Fever	Infogrames	1	25	42%	Nasty Banjo-Kazooie type game; jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1	17	65%	Poor attempt to do an R-Type/Axelay shooter on the N64.
Star Wars: Rogue Squadron	Nintendo	1	23	90%	Superb Star Wars combat game, but can get rather repetitive.
Star Wars: Episode 1 Racer	Nintendo	2	28	82%	Very fast, but too easy to provide long-term excitement.
Supercross 2000	EA Sports	1-2	35	62%	Turgid dirtbike racer let down by dog-slow control system.
Superman	THE Games	1-4	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1	1	82%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2	20	48%	Useless giant robot fighter.
Super Smash Brothers	Nintendo	1-4	24	87%	Mario and friends hit each other. Top four-player fun.
Tamagotchi World	Bandai	1-4	11	68%	Japanese board game based on Tamagotchis.
Tarzan	Activision	1	39	85%	Cute cartoon platform adventures with Disney's apeman.
Taz Express	Infogrames	1	40	82%	More mad cartoon fun from everybody's favourite Devil!
Tetrisphere	Nintendo	1-2	10	70%	Interesting but not entirely perfect attempt to move Tetris into 3D.
TGR 2	Kemco	1-4	36	78%	Unexciting and frustrating rally racer.
The New Tetris	Nintendo	1-4	32	80%	Yet another Tetris update, this time with a four-player mode.
Tom & Jerry: Fists Of Furry	Ubi Soft	1-2	46	95%	Absolutely outstanding cartoon cat 'n' mouse beat-'em-up.
Tonic Trouble	Ubi Soft	1	31	77%	Amusing platformer that's somewhat on the easy side.
Tony Hawk's Skateboarding	Activision	1-2	38	93%	The only skateboarding game on the N64 - luckily it's fantastic!
Top Gear Overdrive	THE Games	1-4	22	65%	Lame follow-up to the much better Top Gear Rally.
Top Gear Rally	THE Games	1-2	7	80%	Good racing game with excellent car handling.
Toy Story 2	Activision	1	36	80%	Decent film conversion adventure.
Turok 2: Seeds Of Evil	Acclaim	1-4	21	85%	Bloodthirsty and over-large game in the Doom mould.
Turok: Dinosaur Hunter	Acclaim	1	1	70%	First in the series, plagued by fogging and annoying platform bits.
Turok: Rage Wars	Acclaim	1-4	33	90%	Excellent deathmatch blaster with very tough bot opponents.
Turok 3	Acclaim	1-4	44	92%	Top-class first-person shoot-'em-up action!
Twisted Edge Snowboarding	THE Games	1-2	22	70%	Good-looking game let down by duff controls.
V-Rally '99	Infogrames	1-2	21	60%	Poor conversion of a good PlayStation game.
Vigilante 8	Activision	1-4	25	85%	Aggressive car-based battle game set in the Seventies.
Vigilante 8: Second Offense	Activision	1-4	36	93%	Gun-toting, wheel-spinning sequel.
Virtual Chess	Titus	1-2	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2	1	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3D Hockey	GT Interactive	1-4	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3D Hockey '98	GT Interactive	1-4	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4	9	83%	Good multiplayer game, outdone by WWF Warzone.
WCW Vs NWO Revenge	THQ	1-4	20	85%	Update of WCW Vs NWO World Tour; slightly better.
WCW Nitro	THQ	1-4	31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
Wetrix	Ocean	1-2	16	85%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3	10	30%	Pathetic, Jenny Powell-free US version.
Winback: Covert Operations	Virgin	1-4	38	86%	Top Metal Gear Solid-style action with an unfortunate camera.
Wipeout 64	Midway	1-4	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4	14	86%	Yet another update of FIFA.
World Driver Championship	Midway	2	29	77%	Disappointing racer that lacks thrills.
World Soccer 3	Konami	1-4	9	86%	Japanese version of ISS 64.
Worms: Armageddon	Infogrames	1-4	33	94%	Simple but fantastically playable invertebrate combat.
WWF Attitude	Acclaim	1-4	30	87%	Takes Warzone's place as the best wrestling game.
WCW Mayhem	EA	1-4	34	74%	Feeble crack at a wrestling game.
WWF No Mercy	THQ	1-4	45	95%	The best wrestling game in the world... ever!
WWF Warzone	Acclaim	1-4	17	86%	Decent wrestler, now superseded by WWF Attitude.
WWF Wrestlemania 2000	THQ	1-4	34	93%	The N64's best wrestling game bar none!
XG2	Acclaim	1-4	20	70%	Sequel to Extreme G, but nowhere near as playable.
Xena: Warrior Princess	Titus	1-4	34	85%	Fast and enjoyable mythological beat-'em-up.
Yoshi's Story	Nintendo	1	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

64 TOP

PARTY/PUZZLE



- 1 Bust-A-Move 2 91%
- 2 Bust-A-Move 3DX 90%
- 3 Puyo Puyo Sun 64 87%
- 4 Wetrix 86%
- 5 Lode Runner 82%

64 TOP

STRATEGY SIMULATION GAMES



- 1 Starcraft 64 95%
- 2 Command & Conquer 90%
- 3 Premier Manager 64 85%
- 4 Blast Corps 80%
- 5 Ogre Battle 64 77%

64 TOP

BAD GAMES



- 1 Carmageddon 0%
- 2 Clayfighter 8%
- 3 The Glory Of St Andrews 10%
- 4 Superman 14%
- 5 Waialae Country Club 15%



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98



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Newsagent information
64 MAGAZINE is published by Paragon Publishing Ltd (tel: 01202 299900, fax: 01202 299955, www.paragon.co.uk) and is available from your local wholesaler.
64 MAGAZINE is distributed by Seymour (tel: 01202 200232) and is fully SOR.

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Ninfo!

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Special thanks to

Established Ltd, Goli, Thea@Cake,
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Sam@SCI, Andrea@EA,
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Subscriptions

Annual Subscription Rates

UK: £36 Europe: £40 Rest of World: £60

Printed by

Duncan Web Offset, Farleigh Hill, Tovil,
Maldstone, Kent, ME15 6XA

Distributed by

Seymour, 1st Floor, 86 Newnam Street,
London, W1P 3LD
Tel: 0171 396 8000

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C
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Civilization
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Cool World
Crazy Taxi
Cutthroats
Cyberia

D
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Dark Seed
Darksun
Daytona USA 2
Dead or Alive 2
Dead Or Alive 2
Deathtrap Dungeon
Descent 2
Descent 3
Diablo
Die hard Trilogy
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Discworld 2
DrumMania
Dynamite Cop
Dynasty Warriors 2

E
EA Sports Cricket
Earthworm Jim 2
Earthworm Jim 3D
Ecco the Dolphin
ECW Hardcore Revolution
Eternal Ring
Evolution
Evolution: The World Of Sacred
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Expendable
Extreme G2

F
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Fighting Force 2
Flag to Flag
Flight Unlimited 2
Four Wheel Thunder
Fox College Hoops 99
Full Throttle
Future Wars

G
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Gemfire
Get Bass
Get Medieval
Giga Wing
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Grand Theft Auto 2
Gunbird 2
Gundam side story 0079: Rise from the ashes

H
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Hardcore Heat
House of the Dead
Immortal

I
Ishar 3

J
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Jikkoyou World Soccer 2000
Jimmy White's 2: Cueball
JoJo's bizarre Adventure

K
Kessen
Killer Loop
King of Fighters Dream Match '99

L
Legacy of Kain

M
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Maken X
Marvel vs. Capcom 2: New Age Of Heroes
Marvel V's Capcom
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MDK 2
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Metal Slug
Might & Magic 8
Mission Impossible
Mortal Kombat Gold
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Myth
Myth 2 Soulblighter

N
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NFL 2000

NFL Blitz 2000
NHL 2K
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Nocturne

O
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Overseer

P
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Power Stone 2
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Puyo-Puyo 4

Q
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Shadowman
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Shutoko Battle 2
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Sin
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Urban Chaos

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Virtua Fighter Series
Virtua Striker 2
Virtua Tennis

W
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Wetrix+
4 Wheel Thunder
Wipe out 2097
Wizadry 7
Worms
Worms 2
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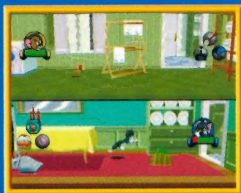
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